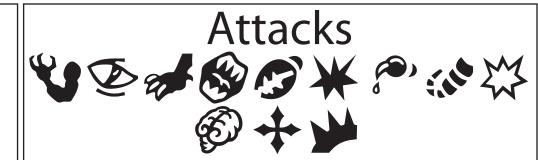
## Grabbing













## Grabbed

## Minuses









# Stunned

Pluses can be used to recover stunned body parts

#### **Sequence of Play**

- 1. Roll
  - a. Activate Dice
  - b. Apply Foe's Minuses
  - c. Roll Dice
- 2. Recover
  - a. Recover Stuns
- 3. **Defend** 
  - a. Apply Defenses
  - b. Suffer Stuns & Wounds
- 4. Attack
  - a. Apply Grabs
  - b. Set Aside Minuses
  - c. Array Attacks



Plus - one initiative; boost an attack or defense; recover one stunned die



Minus - one initiative; prevents rolling of one die



Stun – attack to stun a body part



Wound – attack to wound a body part



Dodge - one initiative; negate a ray or *sweep* attack



Block - negate an attack other than ray or sweep



Deflect - negate any type of attack



Arm: Either a deflect or stun attack.



Brain: Target damage from an attack.
Can not combine with Cari



Eye: Ray attack, pluses are doubled!



Leg: Attack that causes two stun damage.



Lungs: Cloud of gas that is two minuses against your foe.



Mouth: Stun attack; If not negated recover one stunned body part



Pincer: Wound attack



Shell: Deflect with one boost.



Spike: Add to a non-Eye body part to add a wound damage to attack



Stinger: Stun attack; injects poison (see rules for details)



Tail: Sweep attack that causes two stun damage



Tentacle: Grabs a die, which cannot be rolled or minus-ed until released.



Wings: one initiative; Targeted minus.

Rot (Black with Red)- Wound a stunned die. Frost (Blue with Yellow)- One wound attack becomes a stun.

### Wounded

