

## What You Need to Know

### Attributes

Agility

Strength

### Skills

(Weapon Skill)

### Options

Weapon Used

Weapon DV

Weapon AP

Your Reach

Weapon Reach

Wound Modifier

### Variables

Defender's Reach

Your Hits

Defender's Hits

Your Net Hits

Modified DV



## What You Need to Do

1. Choose the weapon you want to use, and note its DV and AP.

2. Add your Agility to your pool.

3. Add the correct weapon skill to your pool: Blades, Clubs, Exotic Melee, Unarmed.

4. Add your reach and your weapon's reach together, and compare them to the defender's total reach. The higher reach may either add the difference to their own pool, or subtract it from their opponent's pool.

5. Subtract any Wound Modifier from your pool.

6. Roll your pool dice, note your hits.

7. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, stop now.

8. Add your net hits to your weapon DV; this is your modified DV. If this number is greater than the defender's armor modified by your weapon AP, it causes Physical damage, otherwise it causes Stun damage.

9. Tell the gamemaster your final modified DV. The defender will attempt to resist the horrible damage you have just caused.

