

Grabbing



Minuses

Spent & Minus-ed



Attacks



Defenses



Initiative

Grabbed










Pluses can be used to recover stunned body parts








Stunned







Wounded

### 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 Spike.
-  **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/Red):** Wound a stunned die.
- Frost (Blue/Yellow):** One wound attack becomes a stun.



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