

COMBAT EXAMPLE



1. **Declare weapon and target:** Tombale decides to perform an attack. He declares his equipped weapon, which is a *Ranged* weapon, as shown by the icon on the card. Since this is a *Ranged* attack, Tombale may target any space in his line of sight. He declares his target to be the master zombie.

3. **Check Range:** Since this is a *Ranged* attack, Tombale must roll enough range in order to not miss his target. Starting with an adjacent space of his choice, Tombale counts the spaces to his target. His target is three spaces away. He then adds up the range rolled on his attack roll, which is four. Tombale has sufficient range to hit his target.



Attack Pool

Defense Pool



2. **Roll Dice:** After declaring his weapon and target, Tombale creates his attack pool. The dice used for the attack are listed on the chosen weapon's card. The overlord player creates his defense pool for the attack. Because the zombie is a master monster, he references the master section (bottom) of the Monster card. Both players simultaneously roll their dice.



4. **Spend Surges:** Tombale now has a chance to spend any \blacklozenge rolled on the attack roll to trigger any abilities he might have. His weapon card has two abilities listed; " \blacklozenge : +1 Range, +1 \heartsuit " and " \blacklozenge : Stun." He rolled 1 \blacklozenge on his attack roll and decides to spend it to deal +1 \heartsuit on the attack.



$$4 \heartsuit - 1 \spadesuit = 3 \heartsuit$$

5. **Deal Damage:** Tombale now counts up all \heartsuit rolled on the attack, including any abilities that add additional \heartsuit to the attack. Tombale rolled 3 \heartsuit on his attack roll and spent 1 \blacklozenge to trigger an ability that added +1 \heartsuit to the attack, giving him a total of 4 \heartsuit for this attack. The overlord counts up all \spadesuit rolled on his defense roll. He only rolled 1 \spadesuit on his defense roll, canceling 1 \heartsuit from the attack. The master zombie suffers 3 \heartsuit . Since he has 6 Health, he is not defeated by the attack. The overlord places 3 damage tokens near the zombie figure.