



Defenses



Initiative



Grabbed

Stunned

Wounded

## Spent & Minus-ed

## **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

**Attacks** 

Stun: attack to stun a body part

Wound: attack to wound a body part

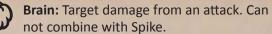
**Dodge:** one initiative; negate a ray or sweep

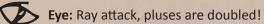
Block: negate an attack other than ray or

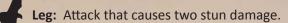
**Deflect:** negate any type of attack



**Arm:** Either a deflect or stun attack.







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

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

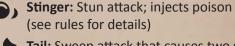
Pincer: Wound attack



Shell: Deflect with one boost.

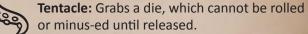


Spike: Add to a non-Eye body part to add a wound damage to attack



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Tail: Sweep attack that causes two stundamage





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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