

CLOSE COMBAT 3

+1 **AT** or **DF** for each a

+1 **AT** for a Back Strike

+1 **AT** for attacking fro

Close Combat (Both the attacker and defender can cause damage)

1 - Players roll dice equal to their Attack or Defence value, including any bonus dice, and after any re-rolls discard Spirit and Void results.

2 - The combatant with the most remaining dice is the winner, if it is a tie, the attacker wins.

3 - The winner chooses the combat result from their own dice. If the result includes movement, the winner chooses whether to move the affected model or not. The winner also makes that movement and any desired facing change. When moving a model as a result of combat, all other model's influence zones and terrain are ignored (i.e. Dodge is not required, and all terrain elements have a cost of 1).



Fire = Loser Injured and winner *may* be moved 1 space.



Water = Loser Injured.



Earth = Loser Stunned.



Air = Loser Stunned and *may* be moved up to 2 spaces.

Ranged Combat (Only the attacker can cause damage)

A model that is in an enemy model's influence zone cannot make ranged attacks. Ranged attacks cannot benefit from assists, back strikes or stealth. Ranged attacks do not count as normal attacks and are only affected by effects that specifically affect ranged attacks.

- 1** - Players roll dice equal to their Attack or Defence value, including any bonus dice, and after any re-rolls discard Spirit and Void results.
- 2** - The combatant with the most remaining dice is the winner, if it is a tie, the attacker wins.
- 3** - The winner chooses the combat result from their own dice. Unless specifically stated, the only results that are effective for a ranged attack, are Water and Earth. Other results may be chosen (and usually are by a defender that wins) but represent a miss.



Water = Defender Injured.



Earth = Defender Stunned.

Shuriken Attack (Only the attacker can cause damage)

Every model carries small, lightweight, thrown weapons such as shuriken or kunai. These allow every model to make a shuriken attack with a range of three spaces. When using these weapons, regardless of their Attack attribute, the attacker rolls a single die to attack and may not claim any bonuses. The defender rolls no dice in defence. Only an Earth combat result is successful. Shuriken are Stealthy.



Earth = Defender Stunned.