



Dueling

Below are all the phases of a duel explained. In many phases you proceed by using the **!go** command. Winning a duel earns you 2 tokens while the loser only earns 1.

Initiative

- A duel starts with both Gemma rolling initiative, a number between 1 and their *Speed* stat. The Gemma with highest initiative has the turn, on a tie the turn is randomly assigned.

Attack or retreat?

- The duelist who has the turn must now choose to attack with **!attack** or heavy attack with **!hattack**, both resulting in Battle.
- They may also rotate to its next Gemma with **!rotate**, prompting a new initiative roll.

Battle

- During battle the two Gemma roll attack versus defence. In both cases a number between 1 and the respective stat. The highest value wins, and the defender wins on a tie.
- A successful attack deals 1 heart of damage to the defender. A failed attack instead removes 1 *Guard* from the defender. When a Gemma has 0 *Guard* left a *Guard Break* occurs, a Gemma with a broken *Guard* will have a permanent defence penalty based on their level:

Level	1-2	3-4	5-6	7-8	9-10
Reduction	2	3	4	5	6

A Gemma's guard resets to its maximum value after it rotates out.

- Heavy attacks deal 2 hearts of damage but are rolled with disadvantage, making them more difficult to land.
- Attacks have the same type as the Gemma's primary type, and heavy attacks the same as their secondary type. For example a Fire/Phasma Gemma will have a normal Fire Attack and a Heavy Phasma Attack.

Certain types are more or less effective for attacking other types, this is reflected in the Type Modifier. You can read about type effectiveness in the [#type-cheat-sheet](#) channel.

The Type Modifier also grows stronger with the level of the attacking Gemma.

Aftermath

- After an attack, successful or otherwise, the turn goes to the defender and they can choose to attack, heavy attack or rotate. If your Gemma has fainted by reaching 0 hearts you are forced to rotate to another Gemma, or lose the duel if you have no other conscious Gemma.

Abilities

- All Gemma have 1-2 (depending on level) abilities they can use in duels with **lab1** or **lab2**. When they can be used is indicated by the letter in square brackets:
[I] During initiative rolls [B] During attack rolls
[A] During Aftermath [-] Anytime
- Abilities with bonuses marked in **bold** grow stronger with the Gemma's level.
- Certain Gemma can also have passive abilities, their effects occur automatically.