**General Melee**

Low Roll System: 1 is better than 6

“Attack Rolling”: (Skill – Agility) = Probability to hit on a D6

“Casualty Rolling”: (Strength – Defense) = Probability to injure on a D6

”Fate Rolling”: Roll based on the model’s luck may prevent a casualty

Roll on D6 equal to or lower than the model’s luck to “Fate Out” of a situation

Armor, Undead, Non-Living, Psychic Ability, etc. add to Luck when equipped