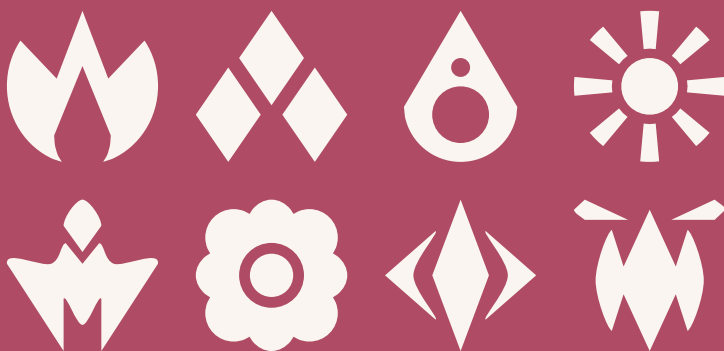


# Combat Guidelines

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# Key Concepts

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## Turn Order

A turn consists of both active Pokémon attacking with one of their moves.

- The Pokémon with the higher initiative goes first.
- If there is a tie, the attacking player goes first.

## Type Effectiveness

- Super effective attacks deal an extra 2 damage.
- Not very effective attacks deal 2 less damage.
- Not effective attacks fail.

Effectiveness effects stack when a Pokémon has two base types.

## Switching

Switching is not a permitted action by default, however there are a few exceptions:

- Certain moves will allow the user to switch.
- When the opposing Pokémon faints, you may switch out before your opponent sends in their next Pokémon.



# Status Effects

Status effects are inflicted by certain moves and are only removed by specific effects or by fainting.



## Confused

When attacking, each status symbol deals 2 damage to you.



## Paralysed

Your initiative is reduced to half of its base value rounded down.



## Poisoned

Take 2 damage at the end of each turn.



## Burned

The attack strengths of your moves are decreased by 2. However, attack strength cannot be less than 1.



## Frozen

When attacked, each critical hit deals 2 extra damage to you.



## Sleeping

When trying to use a move, first roll 3 dice. If you roll 1 or more status symbols, wake up. Otherwise remain asleep.

Additionally, a Pokémon sharing a type with a status effect is immune to it. For example, a



Fire-type Pokémon cannot be



Burned.



# Wild Pokémon

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## Move Usage

- On the first turn, they will always attempt to use their signature move.
- On subsequent turns, they will use Wild Attacks.

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## Defeating

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2



3



5



# Type Chart

