

COMBAT

Here are rules that tell you when your character is able to endure exertion and injury to keep moving forward or tell you when your character is completely spent and collapses in a heap.

When a character is in a fight, they are running, dodging, striking, and being struck and assailed by their foe. All of this stuff is scary and exhausting. So a character will get weaker the longer they're in this exchange, even if they're dodging every blow.

This weakening is represented by cards from your Deckahedron being lost into your *Exhaustion pile*.

Think of a boxing match or a mixed martial arts match. During the later rounds, the athletes are worn down, don't jump around the ring with as much vigor, and drop their guard more frequently. The contest is not always decided with a knockout punch, it often comes down to who can better endure the exertion.

PHASES

When your character gets attacked or falls victim to some other danger, you will have choices about exactly how they are affected. They may dodge, and just lose Stamina, they may take Harm to absorb the blow with their armour (or with their face), or they may be wounded by the damage.

The **first phase** is rolling dice to arrive at a number.

The **second phase** is deciding how to split that number among 3 categories, Stamina, Harm, or Wounds.

The **third phase** is optional: absorbing some points using any relevant move cards and item

cards.

Finally, the **fourth phase**: you interpret those results into the narrative. Did your character dive into the dirt? Did they take a punch to the jaw and respond with a bloodied grin? Did the spear bounce right off their steel breastplate?

SECOND PHASE

When you are hit in combat, you roll dice to get a number. If you choose not to split that dice result number, by default, you will lose that amount of Stamina points.

Let's say your character was hit by a sword and the dice were rolled and summed up to 7. The simplest thing would be to lose 7 Stamina points.

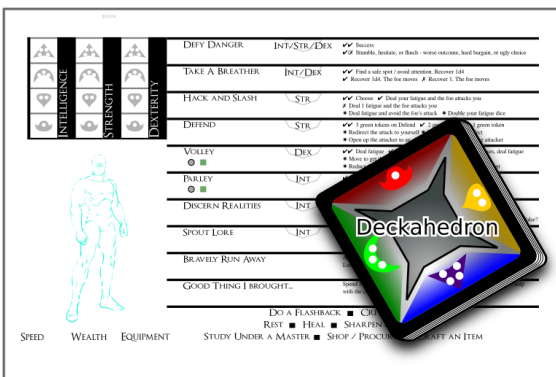
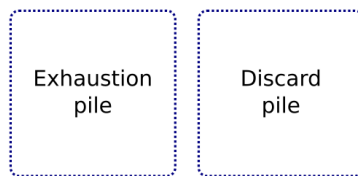
But maybe you only have 7 Stamina points left in your deck, and you don't want your character to be incapacitated. You have a couple options: * Take a Harm token to reduce the dice result by 3 * Take a Wound token to reduce the dice result by 6

For example, you could subtract the dice result by **3** and take **1 Harm token**. Thus you would split the dice result of 7 into: * 4 Stamina points * 1 Harm token

You could even do that twice, subtracting a total of 6 from the dice result to take 2 Harm tokens. Thus you would split the dice result of 7 into: * 1 Stamina point * 2 Harm tokens

Another option would be to take a Wound. You could subtract **6** from the dice result to take **1 Wound token**. Thus you would split the dice result of 7 into: * 1 Stamina point * 1 Wound token

Note: as described later, taking Wound and Harm tokens can sometimes also cause loss of Stamina points.



Character sheet

When you are instructed to lose a Stamina point, you may absorb it using any relevant move cards and item cards, otherwise:

1. reveal cards in your Deckahedron until you find a card with a Stamina symbol
2. put that card aside, face-up in your *Exhaustion pile*
3. the other revealed cards go into your *discard pile*

You should put an Exhaustion token on top of the *Exhaustion pile* to distinguish it from your *discard pile*. But, unlike Harm and Wound tokens, you don't have to put an Exhaustion token on the pile for each Stamina point lost, that's what the cards are for.

STAMINA / EXHAUSTION

Characters have 10 Stamina points. These points are represented by cards in your Deckahedron with a Stamina symbol

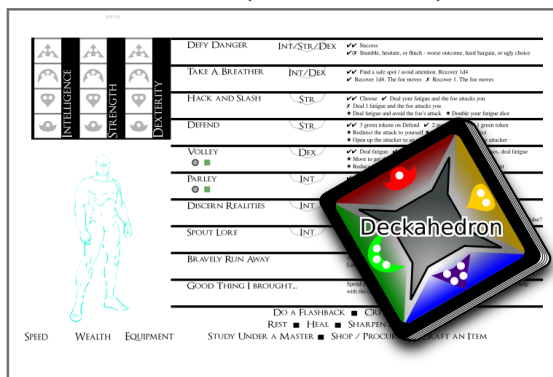
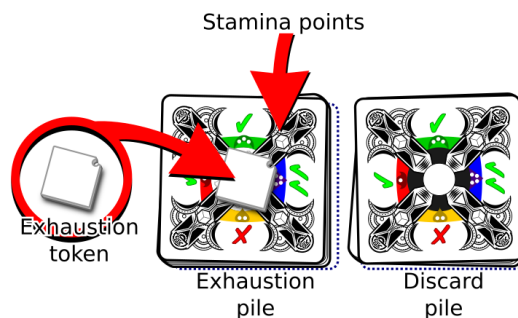


No Stamina symbol



Stamina symbol

To win at combat, a character's foes must be subdued or pacified before the player's Deckahedron has been emptied of Stamina points.



Character sheet

(So, if you were instructed to lose 3 Stamina points, you would add 3 cards with Stamina symbols onto your Exhaustion pile)

If searching through their Deckahedron does not yield a card with a Stamina symbol, the player **must** reshuffle their *discard pile* into the Deckahedron and continue searching.

Note: Players *may* choose to reshuffle their *discard pile* back into the Deckahedron *before* searching for Stamina points.

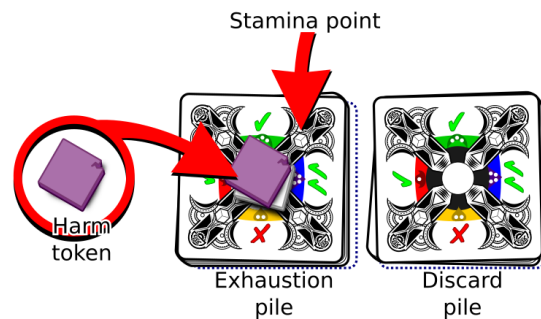
If there are no Stamina points in the Deckahedron *or* the *discard pile*, then all 10 must be in the *Exhaustion pile*. In this case, the character is *incapacitated* and can take no further actions. It is up to the GM to decide what this incapacitation means - whether the character is dead, unconscious, or just unable to stand or move. The GM has rules for this, see the GM Guide.

HARM

Think of that boxing match again. If Stamina represents dancing, ducking, and dodging, then Harm represents landing a blow. These rules are also for representing *mental* strain that is so significant that the negative effects will last for a while.

When you are instructed to take a Harm token, you may absorb it using any relevant move cards and item cards, otherwise:

- **If you already have 2 Harm tokens on your Exhaustion pile:**
 - Take a *Wound* instead
- **Otherwise:**
 1. Lose a Stamina point
 2. Place a *Harm token* on your *Exhaustion pile*

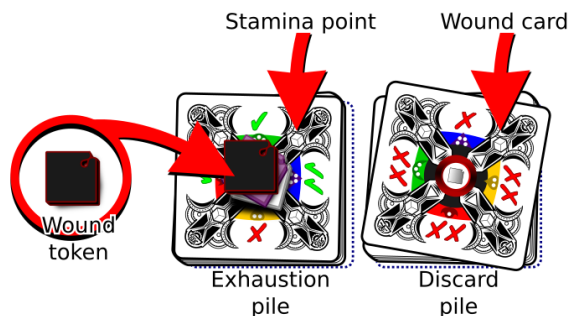


WOUNDS

Getting wounded sucks, and when wounded, all intelligent creatures seek to cure their condition as a very high priority.

When you are instructed to take a Wound token, you may absorb it using any relevant move cards and item cards, otherwise:

- **If you already have 2 wounds:**
 - the character is incapacitated
- **Otherwise:**
 1. the GM will describe how the character was wounded
 2. Lose a Stamina point
 3. Place a *Wound token* on your *Exhaustion pile*
 4. Place a *Wound card* in your *discard pile*. It will now start cycling between your Deckahedron and your *discard pile*.



A WOUND CARD



Having a *Wound card* in your Deckahedron causes some nasty effects.

Whenever you **flip** and reveal a wound card, follow these rules:

- Say or act out the guttural noise emitted by your character
- You must immediately stop flipping (eg, if your the move instructed you to "flip 3", you would stop short once you hit the wound card - resolve the move with only the card(s) you flipped. This overrides the **Complete Flip Rule**)
- Lose a stamina point