S T A R T	**L I M I T S**

S T A R T

STATS: Divide up **7** points, Min **1**, Max **4** per item.
SPEED   ACCURACY   HEALTH
One card from each deck to each player
Weapon 🔫   Gadget 🌳   Special

L I M I T S

\# Cards in hand: Limit of **5** at the end of your turn.
\# Gadgets in play: No Limit.
\# Weapons in play: **HEALTH** + **1**

G A M E   P H A S E S

1. CHECK FOR RESPAWN:
>   Roll for respawn point (possible bumping)

2. ROLL FOR MOVEMENT:
>   **#dice** = **SPEED** → number of max squares to move.

3. MOVEMENT
>   Jumping: Limited by **SPEED** 1 square jump per stat, costs 2x movement (3 sq jump costs 6 movements)
>   No diagonal moves. You can move through other players. One way doors follow the arrow.
>   Acid = **2 dice** attack per square

> **PICK UP's** (Once, per square, per turn)
>   Power Up: Weapon or Gadget square. **1 dice** roll (4-6) get the card.
>   Leftovers: No roll, grab only 1 counter tile (1 dropped weapon or blood counter (med pack))

> **ATTACK**
>   # of attacks per turn = **ACCURACY** / **2**   (rounded up)
>   Line of sight is required to shoot (center to center of sq.). No attacks from the same square as the target.

>   1. Declare the weapon, SHOOT by moving the amo counter on the weapon.
>   2. *Rolling to hit*: See if you hit the target (**#dice ACCURACY roll >= distance to target**)
>   3. *Damage*: If hit, roll for damage calculation   ATTACK / DEFENSE = DAMAGE

$$\frac{ATTACK \quad (\textbf{\#dice} \text{ from Weapon and other cards})}{DEFENSE \quad (\textbf{\#dice} = \text{current } \textbf{HEALTH} \text{ of target})} \rightarrow \text{DAMAGE: Health points lost (no remainder)}$$
>   possible bonus damage after roll

>   4. If Frag: Draw a Special card, and record on the score sheet. **3rd frag wins!!!**
>   Fragged Player: Keeps Special cards, discards Gadgets, places blood & weapon counters as leftovers.
>   Variant Rule: Frag on a grate leaves no blood token, it went down the drain!