

CHARACTER MELEE SECTION

A T T A C K S

CHARGE
and
THRUST

1

DODGE
and
SWING

2

DUCK
and
SMASH

3

Attack

Thrust Ahead
(Hits **Charge**)

Attack

Swing To Side
(Hits **Dodge**)

Attack

Smash Down
(Hits **Duck**)


SHIELD
protects against
Thrust


SHIELD
protects against
Swing


SHIELD
protects against
Smash


BREASTPLATE
protects against
Thrust and Swing


HELMET
protects against
Smash


SUIT OF ARMOR
protects against
All Attacks

Maneuver

Charge Ahead

Maneuver

Dodge To Side

Maneuver

Duck Down

D E F E N S E S

Repositioning Denizens

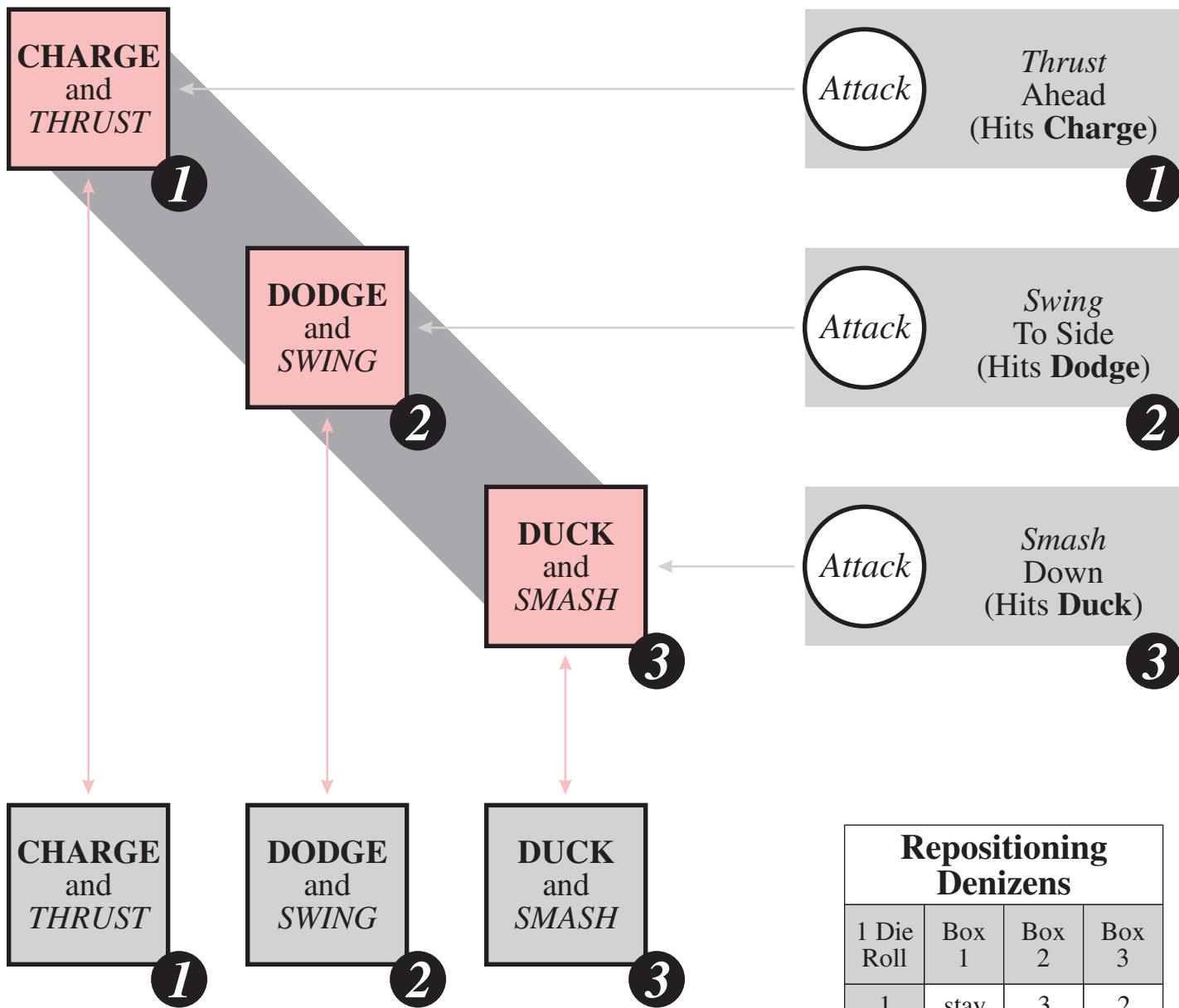
1 Die Roll	Box 1	Box 2	Box 3
1	stay	3	2
2	3	stay	1
3	2	1	stay
4	stay	stay	stay
5	2	3	1
6	3	1	2

Used this Round

DENIZEN MELEE SECTION

DENIZEN

OTHER
ATTACKERS



DENIZEN'S TARGET

Repositioning Denizens			
1 Die Roll	Box 1	Box 2	Box 3
1	stay	3	2
2	3	stay	1
3	2	1	stay
4	stay	stay	stay
5	2	3	1
6	3	1	2
Hired natives defending on their own sheet do not reposition or change tactics			

