PLAYER ACTIONS

At the start of combat, the GM will decide which team goes first; the Players or the Enemies. When it is the Players' team turn, the players one-by-one takes their character's turn. The players decide which character acts first, and after that character has finished their turn, the players decide who acts next, and continues until all characters have acted and the Players' team turns end.

The GM will also decide how many turns the Players get to win combat. If the Player's exceed this time limit, the GM will inflict punishment depending on the plot. Combat may continue depending on the punishment.

The GM will indicate an area for players to place their character at the start of combat. This is called the Spawn Area.

During each characters' turn, the character's player is given six d6. They then use these dice during their character's turn to carry out actions. Dice are not carried over between turns.

Character turns is broken up into three phases: Move Phase, Fight Phase, Flee Phase.

MOVE PHASE

During the Move Phase, players can spend dice to allow their character to move. The amount of dice that a character can spend on movement and how much movement they get out of each dice depends on the character.

At the start of the Move Phase, the player must first declare how much dice they are spending on movement before rolling how far they move. When a character moves, they spend one point of movement to move one square of the square grid that makes the map. Characters can move in any direction around them (be it up, down, left, right, or diagonally) provided there are no walls or enemies on the space they wish to move to. Characters can move through allies but can not stop on an ally's space. Players do not have to use every point of movement they roll, and any movement left over is discarded at the end of the phase.

In addition, for each die spent during the Move Phase, a character may reload one of their weapons. When they do, increase the amount of Ammo the weapon is carrying by 1. A weapon's ammo can not exceed the amount of ammo the weapon starts combat with.

FIGHT PHASE

During the Fight Phase, players can spend dice to use their character's weapons. What weapons the character has and in what order weapons are fired in depends on the character.

At the start of the Move Phase, the player must first declare all the attacks they plan on making, and what those attacks are targetting, and in what order the attacks will be played out in. Each attack costs one die and 1 Ammo from the weapon used for the attack. A character can attack as many times as they would like in the Fight Phase provided they have the resources. A character can put as many attacks into any signle target and attack as many different targets as they'd like provided they have the resources. The weapon's target must be both in range of the weapon and in line of sight of the character. If the target dies, any remaining attacks declared onto them are lost. If the character attacking dies in the middle of their attack for whatever reason (such as via splash damage), any remaining attacks and actions are lost.

Attacks must first roll to see if the weapon hits. If the roll meets or exceeds the Hit target (determined by the weapon and range), the attack hits and deals damage. If the Hit roll lands on a six, the player rolls a d6 to see if that attack Crits. If they roll a 6, the attack Crits. Once the Hit roll

has been resolve, deal damage according to the Damage stat, or Crit Damage stat if the attack was a Crit. Once all declared attacks have been resolved, the Fight Phase ends.

FLEE PHASE
The Flee Phase works the same as the Move Phase, but most characters have lower possible movement during the Flee Phase. In addition, if the character spends no dice in the Fight Phase, they may spend more dice on movement than what they normal can, and these extra dice are spent during the Flee Phase.

GM ACTIONS
During the Enemies' turn, the DM controls their actions. Enemies have similar actions to player characters, but share a pool of six dice to be spent between all of them, as opposed to six dice each, and take their phases together as opposed to one character at a time. Enemies will typically have abilities that allow them to make minor adjustments without spending their limited dice pool (such as being able to move one square during both the Move Phase and the Flee Phase if they plan on attacking this turn). Some notability powerful enemies may be able to increase the enemies' dice pool, or even have dice pools separate to themselves.

DEATH AND RESPAWNING
If a player character runs out of Health, they die. For a brief while. The character will sit out for a turn of the Player's Team and then respawn in the spawn area the following turn on full Health.