

CHARACTER MELEE SECTION

ATTACKS

CHARGE
and
THRUST

1

DODGE
and
SWING

2

DUCK
and
SMASH

3



*Thrust
Ahead
(Hits **Charge**)*



*Swing
To Side
(Hits **Dodge**)*



*Smash
Down
(Hits **Duck**)*



Maneuver
**Charge
Ahead**

Maneuver
**Dodge
To Side**

Maneuver
**Duck
Down**

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

DEFENSES

DENIZEN MELEE SECTION

D E N I Z E N

O T H E R
A T T A C K E R S

CHARGE
and
THRUST

1

DODGE
and
SWING

2

DUCK
and
SMASH

3

CHARGE
and
THRUST

1

DODGE
and
SWING

2

DUCK
and
SMASH

3

D E N I Z E N ' S T A R G E T

Attack

Thrust Ahead
(Hits **Charge**)

1

Attack

Swing To Side
(Hits **Dodge**)

2

Attack

Smash Down
(Hits **Duck**)

3

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			

