

# Maximum-Strike

Maximum Strike is the damage caused by the best of three (3) rolls instead of the normal one (1) roll.

A Maximum-Strike is also rolled for when the following occurs when:

1. You cause a Sudden-Death strike against an opponent, whether it is avoided it or not.
2. You cause an Annihilation-Strike against an opponent, whether it is avoided it or not.
3. The capability of a spell or ability may also grant a Maximum-Strike. It will tell you.

## Note:

See the rulings for “Annihilation-Strike” and “Sudden-Death” in the A and S sections of the Basic Rules Book.