

# Attack descriptions:

Unless a creature does not have a form of offensive attack, you will find the following chart just above your opponent's armor rank and avoidance-rolls -- it will look similar to this:

## Attack descriptions

1 Bite: 4-D10 / 1 space (5') / Sharp attack

and:

2 Claws: 3-D10 / 1 space (5') / Sharp attack

or:

2 Tail Strikes: 3-D10 / 3 spaces (15') / Blunt attack (possible stun -- See: "Special offenses").

or:

1 Fire-breath: 4-D6 in 1-D6 areas of opponent's body / 4 spaces (20') / Fire attack / See: "Special offenses".

This chart is for the Abomination. The following are a list of the questions that arose on the subject of "Attack descriptions":

### Question

What is the difference between a 0, 1, and 2+ space range?

### Answer

0 space range means that this creature will be within the space you are in. There will be little or no distance between the two of you.

See: "Battle Lock" in the B section of the Basic Rules Book.

1 space range means your opponent is in the connecting space next to the one you are on (opponent is within 5').

2 or more space range means your opponent is 2 spaces (10') from the space you are on (opponent is within 10').

### Question

How do I figure a creature's damage each strike can cause if it does hit?

### Answer

Look just under the "Attack Descriptions" and it will tell how much damage, and the dice used to roll up those damages, per successful hit (it's on the left, just to the right of the number of attacks, and the brief description of what type of attack, it will get per turn).

Also, see: "Calculator, Using the:" in the C section of the Basic Rules Book.

### Question

As the G.M., how will I know what "Type of attack:" a creature will use if it has multiple types of attacks?

### Answer

You make that choice. You are playing the role of the creature(s). It's up to you. Whatever the creature will do best with, use that.