

FOLD

FOLD

CUT OUT

FOLD

FOLD

FLANGED MACE

ARTIFACT · WEAPON · HAFTED



“Power: the ultimate aphrodesiac.”
— Henry Kissinger

DEFENSE

SOOTT
SPENT

- 1) Roll Percentile Dice
Add die roll to Agility
Determine what Maneuvers can be done with that total
- 2) Select Maneuver and Pay Opp Cost
- 3) Reduce Damage by Fraction Indicated
- 4) Optional: Pay Opp to Apply Effects Above

MANEUVER

AGILITY
DIFFICULTY

OPP COST

STATUS
and
DAMAGE

PAGE 1

CUT OUT

After damage is actively reduced by WEAPON,
then SHIELDS and ARMOR apply passively.

SPECIFICATIONS



Artifact
Serial Number: [alpha demo]

[Advanced Play
Mechanics Removed:
Weapon Specs]

FOLD

SOOTT
SPENT

OFFENSE

1) Roll Percentile Dice

Add die roll to Agility

Determine what Maneuvers can be done with that total

2) Select Maneuver and Pay Opp Cost

3) Apply Damage

Roll for Power Dam and add Base Dam

Do primary kind of damage (unless Effects alter)

4) Optional: Pay Opp to Apply Effects Above

5) Declare Damage Amount / Kind and any Effects

BASE
DAMAGE +
POWER

OPP COST

AGILITY
DIFFICULTY

MANEUVER

CUT OUT

POWER is currently

CUT
OUTKind of Damage*
CRUSH

USAGE NOTES

Required: 1 hand

Opp Max: -3

Kind of Damage*:

Primary: Crush Default dam.

Secondary: None -

Tertiary: None -

[Advanced Play Mechanics Removed:
Weapon Attrition]

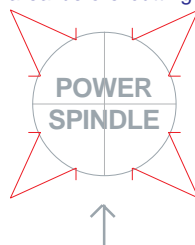
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FOLD

FLANGED
MACE

Heavy dotted line below should just
be covered with free flap of
Defensive sheath so that web
address shows -- then tape down.

Reinforce spindles by
taping over entire spindle
area before cutting.



Cut along the red lines to
make four spindle tabs.
The corners pointing to the
center need to be most
precise. Fold triangular
tabs back/away from this
printed side and attach
wheels on opposite side,
text-side up.

Tape this leaf to
narrow leaf
opposite.

CUT OUT



Tape this leaf to center leaf,
covering top of Power Wheel.

Attach Power Wheel to Power
Spindle on the non-printed side of
this page with text facing up.

Then fold this flap over wheel
and tape down top edge only.

fold along

CUT OUT

Tape this leaf to
narrow leaf
opposite.

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Score & fold back as a catch, then tape to back edge of slider.

STANDARD OFFENSIVE EFFECTS

Any one Effect shown in this Style window may be used with or instead of Damage or Ally Bonus.
Style Cards with other Effects can be inserted here.

| | |
|---|----|
| [Advanced Mechanics Removed] | / |
| Advance: Strained Opponent loses 1d4 Opp and has -1 to Armor Coverage. | -5 |
| [Advanced Mechanics Removed] | / |
| Smash: Player may pay Opp Cost twice to deliver double the Base damage plus the usual Power Damage. | -X |
| [Advanced Mechanics Removed] | / |
| Unbalance: Damaged opponent loses 2d8 Opp and recoups only half the usual Opp in their next maintenance phase. | -4 |
| Flank: Strained or Stretched Opponent loses 1d8 Opp and has -1d4 to Armor Coverage. | -3 |
| Stun: Struck Opponent loses 1d10 Opp, Stretched Opponent loses 2d10 Opp, or Strained Opponent loses 3d10 Opp | -4 |
| Masterful: Choose two: (a) Opponent's Defense Roll is -50; (b) Double Damage; (c) Opponent's Armor Coverage is -1d6. | -3 |

XXXXXX

cut along

XXXXXX

Weapon - Hafted - Flanged Mace
Serial Number: [alpha demo]
Account: admin@audaxcor.com

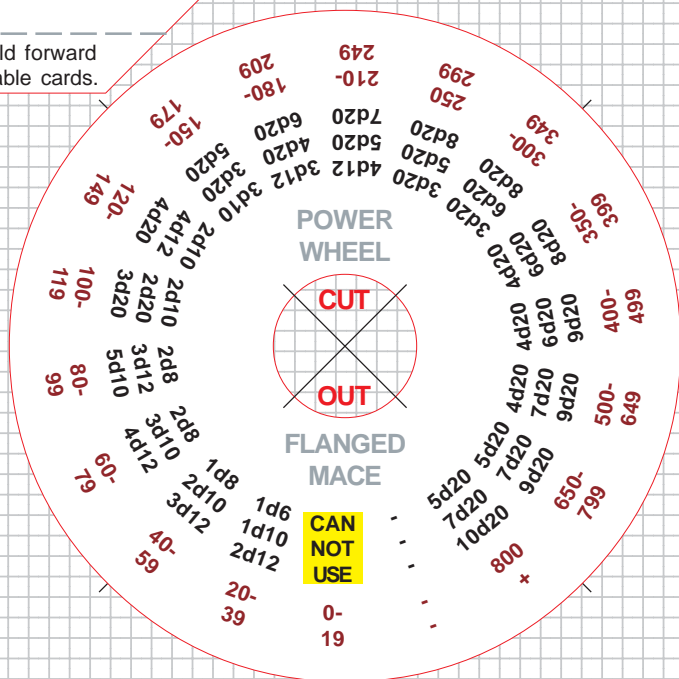
Owner: _____

↓ Tape NO TAPE ↓ Tape here ↓

Score on reverse then fold forward to create catch for insertable cards.

PAGE 3

CUT OUT



OFFENSE SOOTT

1 2 3 4 5 6 7 8 9 10

CUT OUT
(EFFECTS
WILL
SHOW
THRU
THIS
WINDOW)

| | | | | |
|---------|-----|----|----|----------------------------|
| Strike | 80 | -4 | 2 | Advanced Mechanics Removed |
| Beset | 140 | -7 | 7 | Advanced Mechanics Removed |
| Assault | 200 | -9 | 12 | Advanced Mechanics Removed |
| Strike | 74 | -4 | 3 | Advanced Mechanics Removed |
| Beset | 131 | -6 | 8 | Advanced Mechanics Removed |
| Assault | 187 | -9 | 13 | Advanced Mechanics Removed |
| Strike | 69 | -3 | 4 | Advanced Mechanics Removed |
| Beset | 121 | -6 | 9 | Advanced Mechanics Removed |
| Assault | 173 | -8 | 15 | Advanced Mechanics Removed |
| Strike | 63 | -3 | 5 | Advanced Mechanics Removed |
| Beset | 112 | -5 | 11 | Advanced Mechanics Removed |
| Assault | 160 | -8 | 16 | Advanced Mechanics Removed |
| Strike | 58 | -3 | 6 | Advanced Mechanics Removed |
| Beset | 102 | -5 | 12 | Advanced Mechanics Removed |
| Assault | 147 | -7 | 18 | Advanced Mechanics Removed |
| Strike | 52 | -2 | 6 | Advanced Mechanics Removed |
| Beset | 93 | -5 | 13 | Advanced Mechanics Removed |
| Assault | 133 | -7 | 19 | Advanced Mechanics Removed |
| Strike | 47 | -2 | 7 | Advanced Mechanics Removed |
| Beset | 83 | -4 | 14 | Advanced Mechanics Removed |
| Assault | 120 | -6 | 21 | Advanced Mechanics Removed |
| Strike | 41 | -2 | 8 | Advanced Mechanics Removed |
| Beset | 74 | -4 | 15 | Advanced Mechanics Removed |
| Assault | 107 | -6 | 22 | Advanced Mechanics Removed |
| Strike | 36 | -1 | 9 | Advanced Mechanics Removed |
| Beset | 64 | -3 | 16 | Advanced Mechanics Removed |
| Assault | 93 | -5 | 24 | Advanced Mechanics Removed |
| Strike | 30 | -1 | 10 | Advanced Mechanics Removed |
| Beset | 55 | -3 | 18 | Advanced Mechanics Removed |
| Assault | 80 | -5 | 25 | Advanced Mechanics Removed |

CUT OUT

(cut all the way to page edge to make 2 "legs")

score / fold along

Tape this leaf down flat here.

1

2

3

4

5

6

7

8

9

10

1

2

3

4

5

6

7

8

9

10

DEFENSE

SOOTT

CUT OUT

(EFFECTS WILL SHOW THRU THIS WINDOW)

Weapon - Hafted - Flanged Mace
 Serial Number: [alpha demo]
 Account: admin@audaxcor.com
 Owner: _____

Score & fold back as a catch, then tape to back edge of slider.

STANDARD DEFENSIVE EFFECTS

Any one Effect shown in this Style window may be used with or instead of Damage or Ally Bonus. Style Cards with other Effects can be inserted here.

| | |
|---|------|
| Awkward: double the Opp cost of maneuver to halve the Agility difficulty. | - X |
| [Advanced Mechanics Removed] | / |
| Lure: If Player receives no damage against this attack, Attacker must sacrifice 1d8 Opp. | - 2 |
| Deflank: Attacker must sacrifice 2d4 Opp, or Player's Armor Coverage is +3. | -1d4 |
| Expose: Attacker's Armor Coverage is -1d6 until their next maintenance phase. | - 4 |
| Present Armor: Armor Coverage is +1 for every 2 Opp spent. Opponent may pay twice the final Opp to negate effect. | - X |
| [Advanced Mechanics Removed] | / |
| Counterstrike: Player may attempt an attack against the attacker now. This does not change turn order. | - 3 |
| Defy: Defender is unaffected by Attacker's Effects. | - 2 |

score / fold along

| | | | | | |
|---------|-----|-----|------|-----------|-----------|
| Deflect | 105 | -8 | 1/2 | strained | Advanced |
| Parry | 173 | -11 | 1/10 | strained | Mechanics |
| Evade | 240 | -13 | 0 | strained | Removed |
| Deflect | 100 | -8 | 1/2 | strained | Advanced |
| Parry | 163 | -10 | 1/10 | strained | Mechanics |
| Evade | 226 | -13 | 0 | stretched | Removed |
| Deflect | 95 | -7 | 1/2 | strained | Advanced |
| Parry | 153 | -10 | 1/10 | strained | Mechanics |
| Evade | 211 | -12 | 0 | stretched | Removed |
| Deflect | 90 | -7 | 1/2 | strained | Advanced |
| Parry | 143 | -9 | 1/10 | stretched | Mechanics |
| Evade | 197 | -12 | 0 | - | Removed |
| Deflect | 85 | -6 | 1/2 | strained | Advanced |
| Parry | 134 | -9 | 1/10 | stretched | Mechanics |
| Evade | 182 | -11 | 0 | - | Removed |
| Deflect | 80 | -6 | 1/2 | stretched | Advanced |
| Parry | 124 | -8 | 1/10 | stretched | Mechanics |
| Evade | 168 | -11 | 0 | - | Removed |
| Deflect | 75 | -5 | 1/2 | stretched | Advanced |
| Parry | 114 | -8 | 1/10 | - | Mechanics |
| Evade | 153 | -10 | 0 | - | Removed |
| Deflect | 70 | -5 | 1/2 | stretched | Advanced |
| Parry | 104 | -7 | 1/10 | - | Mechanics |
| Evade | 139 | -10 | 0 | - | Removed |
| Deflect | 65 | -4 | 1/2 | - | Advanced |
| Parry | 95 | -7 | 1/10 | - | Mechanics |
| Evade | 124 | -9 | 0 | - | Removed |
| Deflect | 60 | -4 | 1/2 | - | Advanced |
| Parry | 85 | -7 | 1/10 | - | Mechanics |
| Evade | 110 | -9 | 0 | - | Removed |

score / fold along

Tape here

Score on reverse then fold forward to create catch for insertable cards.