

FOLD

FOLD

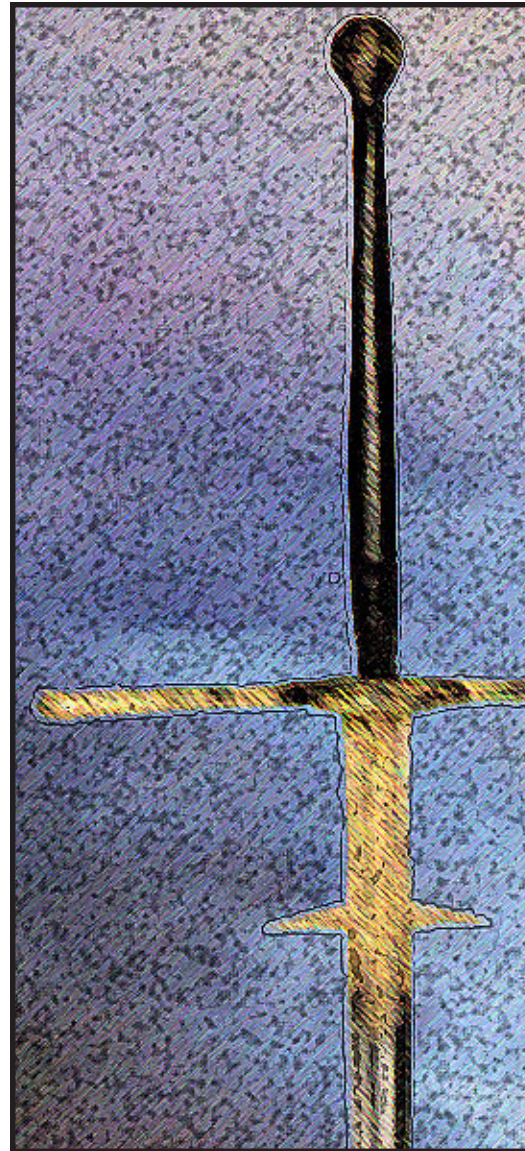
CUT OUT

FOLD

FOLD

CLAYMORE

ARTIFACT · WEAPON · SWORD



“The path of duty is the way to glory.”
— *Tennyson*

DEFENSE

SOOT 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

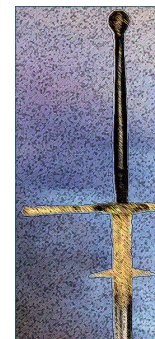
STATUS
and
DAMAGE

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

MANEUVER	AGILITY DIFFICULTY	OPP COST	DAMAGE + POWER	BASE
CUT OUT				
POWER is currently CUT OUT Kind of Damage* CUT				

USAGE NOTES

Required: 2 hands

Opp Max: -4

Kind of Damage*:

Primary: Cut	Default dam.
Secondary: Crush	Requires effect or does 1/2 dam.
Tertiary: Puncture	Requires effect and does 1/2 dam.

[Advanced Play Mechanics Removed:
Weapon Attrition]

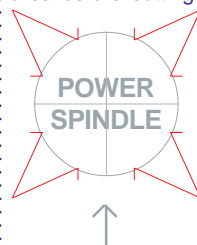
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FOLD

CLAYMORE

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.

PAGE 2

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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.

Tweak Damage: Player may choose to apply non-primary damage in stead of primary damage.	-3
Advance: Strained Opponent loses 1d4 Opp and has -1 to Armor Coverage.	-5
[Advanced Mechanics Removed]	/
Chop: Player may pay Opp Cost twice to deliver full primary damage plus half secondary 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 Eye: Opponent's Armor Coverage is -1d8 and player may choose to apply non-primary damage.	-6

XXXXXX

cut along

XXXXXX

Weapon - Sword - Claymore
Serial Number: [alpha demo]
Account: admin@audaxcor.com

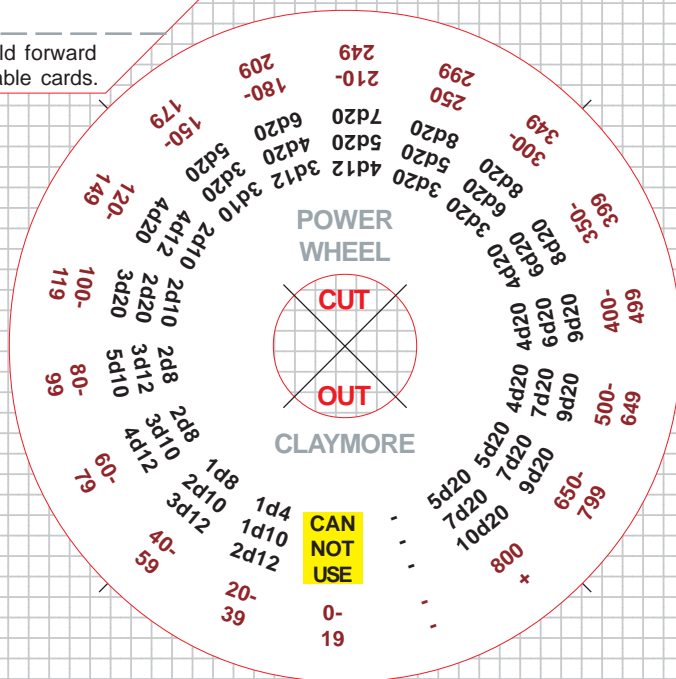
Owner: _____

↓ Tape NO TAPE ↓ Tape here ↓

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

PAGE 3

CUT OUT



CUT OUT
(EFFECTS
WILL
SHOW
THRU
THIS
WINDOW)

1
2
3
4
5
6
7
8
9
10

1 DEFENSE SOOTT

2
3
4
5
6
7
8
9
10

Weapon - Sword - Claymore
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
Revert: Opponent's weapon dealing a non-primary kind of damage reverts to dealing the primary kind of damage.	- 3
[Advanced Mechanics Removed]	/
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

cut along

score / fold along

Deflect	95	-7	1/2	strained	Advanced
Parry	173	-10	1/10	strained	Mechanics
Evade	250	-12	0	strained	Removed
Deflect	90	-7	1/2	strained	Advanced
Parry	163	-9	1/10	strained	Mechanics
Evade	236	-12	0	stretched	Removed
Deflect	85	-6	1/2	strained	Advanced
Parry	153	-9	1/10	stretched	Mechanics
Evade	221	-11	0	stretched	Removed
Deflect	80	-6	1/2	strained	Advanced
Parry	143	-8	1/10	stretched	Mechanics
Evade	207	-11	0	-	Removed
Deflect	75	-5	1/2	stretched	Advanced
Parry	134	-8	1/10	stretched	Mechanics
Evade	192	-10	0	-	Removed
Deflect	70	-5	1/2	stretched	Advanced
Parry	124	-7	1/10	-	Mechanics
Evade	178	-10	0	-	Removed
Deflect	65	-4	1/2	stretched	Advanced
Parry	114	-7	1/10	-	Mechanics
Evade	163	-9	0	-	Removed
Deflect	60	-4	1/2	-	Advanced
Parry	104	-6	1/10	-	Mechanics
Evade	149	-9	0	-	Removed
Deflect	55	-3	1/2	-	Advanced
Parry	95	-6	1/10	-	Mechanics
Evade	134	-8	0	-	Removed
Deflect	50	-3	1/2	-	Advanced
Parry	85	-6	1/10	-	Mechanics
Evade	120	-8	0	-	Removed

score / fold along

Tape here

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