

Stun Damage

Since stun damage is more effective than normal damage under the standard rules, there is little reason for players to use lethal damage. To rectify this stun damage is modified as follows.



Damage total		Result
0-3		Stun
4-8		Stun
9+		Unconscious

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

Text completely by FreddyB.

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