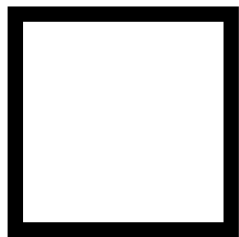
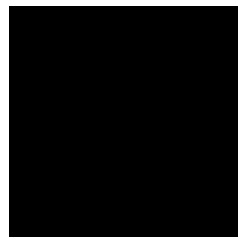


## MELEE attack



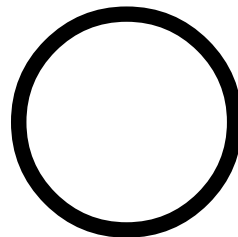
Inflicts: 1d vs □ or ■ or Other  
2d vs △ or ▲  
BLOCKED vs ○ or ●  
Superior to: △ or ▲  
Inferior to: ○ or ●

## MEGA MELEE



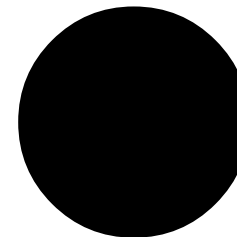
Inflicts: 2d vs □ or ■ or Other  
3d vs △ or ▲  
1d vs ○ or ●  
Superior to: △ or ▲  
Inferior to: ○ or ●

## RANGE attack



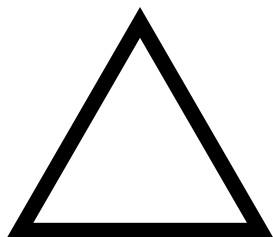
Inflicts: 1d vs ○ or ● or Other  
2d vs □ or ■  
BLOCKED vs △ or ▲  
Superior to: □ or ■  
Inferior to: △ or ▲

## MEGA RANGE



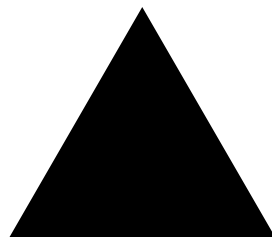
Inflicts: 2d vs ○ or ● or Other  
3d vs □ or ■  
1d vs △ or ▲  
Superior to: □ or ■  
Inferior to: △ or ▲

## PSI attack



Inflicts: 1d vs △ or ▲ or Other  
2d vs ○ or ●  
BLOCKED vs □ or ■  
Superior to: ○ or ●  
Inferior to: □ or ■

## MEGA PSI



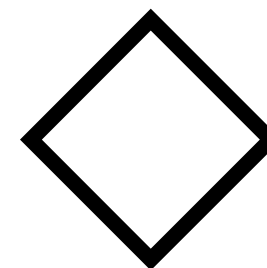
Inflicts: 2d vs △ or ▲ or Other  
3d vs ○ or ●  
1d vs □ or ■  
Superior to: ○ or ●  
Inferior to: □ or ■

## ULTRA attack



Inflicts: 4d vs EVERYTHING

## PROTECTION



Special: Roll 2d, treating 0 as 10.  
Each die removes an opposing die  
of equal or lesser value. It is then  
itself removed from the board.