Example of Combat, With Numbers, and Everything

Aric: Are we in a Desert Wilderness or a ... Diluvian Dimensia (which gives him a +5 to combat strength) as he looks down at the Net Troll. His Net Toolkit sits open and unattended.

Aric: At 1st, the Net Troll is on GUARD. An in-between level.

Aric: At this point, you must roll to see if the Net Troll is still有效的.

If you roll 1-3, the Net Troll is still有效的, and will attack you. If you roll 4 or higher, you have escaped unscathed. The Net Troll is now Stunned.

One of the above.

Running Away

If you fail to Run Away from a monster, it does Dead Bolt to you, as described on p. 31.

If you roll a 1-3, you get a 1-3 to your combat strength, and you can capture the monster.

If you roll a 4 or higher, you can capture the monster.

If you are fleeing from multiple monsters, you can only escape once per combat, and roll separately to escape each one.

If you escape a monster, you can capture the monster.

You can always escape from a monster, as long as you’re not captured by the Net Troll.

If you have captured the Net Troll, you can also use the “Capture” action to capture the Net Troll. This is a very sneaky trick.

More Munchkin!

If you have captured the Net Troll, you can use Munchkin cards on the Net Troll’s corpse. This is a very sneaky trick.

If you ever win a turn, you have more time to Run Away from a monster.

With Numbers and Everything

Running Away

Roll the die. You escape on a 5 or more. Some Class and Race abilities...
When You May Take Actions

You may take actions at any time, as long as you are not having a turn:

- To fight a monster (see Combat, p. 3).
- To stop fighting a monster (see Combat, p. 3). Don't play a monster that you want to stop fighting if it can.
- To attack another player (see Combat, p. 3).
- To defend against a monster (see Combat, p. 3).
- To discard an Item card (see Items, p. 5).
- To take a level (see Level Counters, p. 43).
- To trade with another player (see Trading, p. 43).
- To discard an Item card for the purpose of using it as a monster (see Monster Enhancers, p. 43).
- To take a class or race card (see Classes and Races, p. 43).
- To discard a class or race card (see Classes and Races, p. 43).
- To add a monster from your hand to the combat, either with a Curse (see Curse, p. 43) or with a Level Counter (see Level Counters, p. 43).
- To attack another player (see Combat, p. 3).

When you may not take actions:

- When you are having a turn, either your turn or your partner's turn.
- While fighting a monster (see Combat, p. 3).
- While you are in combat (see Combat, p. 3).
- While you are being attacked with a monster (see Combat, p. 3).
- When you have no hand cards (the card in your hand is face-up).

Ask For Help

If you can't work a combat on your own, you may ask any other player to help you. In this case, you may ask another player to play a monster for you. You may ask another player to help you fight a monster in your hand, or you may ask another player to help you fight a monster in your hand.

If you help another player, you may not choose to fight the monster that you are helping another player with. You may not help another player fight a monster in your hand, unless you have already played a monster in your hand.

If you help another player, you may not use the monster that you are helping another player with. You may not help another player fight a monster in your hand, unless you have already played a monster in your hand.

If you help another player, you may not play a monster that you have already played in your hand. You may only ask another player to help you fight a monster in your hand, unless you have already played a monster in your hand.

If you help another player, you may not use the monster that you are helping another player with. You may not help another player fight a monster in your hand, unless you have already played a monster in your hand.

If you help another player, you may not use the monster that you are helping another player with. You may not help another player fight a monster in your hand, unless you have already played a monster in your hand.

If you help another player, you may not use the monster that you are helping another player with. You may not help another player fight a monster in your hand, unless you have already played a monster in your hand.