

FOLD

FOLD

CUT OUT

FOLD

FOLD

# FLANGED MACE

ARTIFACT · WEAPON · HAFTED



“Power: the ultimate aphrodesiac.”  
— Henry Kissinger

## DEFENSE

SOOTT  
SPENT

- 1) **Review Effects First**  
Some may need to be exerted before rolling dice  
Some require certain Maneuvers to be used  
Some may be exerted without a Maneuver at all
- 2) **Roll Percentile Dice**  
Add die roll to Agility (twin-evens are +100, twin odds -100)  
Determine what Maneuvers can be done with that total
- 3) **Select Maneuver and Pay Opp Cost**
- 4) **Choose to apply either...**  
Damage Reduction  
Ally Bonus (choose any 1 within difficulty range):  
Confer to ally within 1 weapon length  
Expires in this player's next maintenance phase
- 5) **Calculate Damage Reduction and any Effects**

MANEUVER

AGILITY  
DIFFICULTY

OPP COST

STATUS  
and  
DAMAGE

or

ALLY  
BONUS

PAGE 1

CUT OUT

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

## SPECIFICATIONS



### Artifact

General: Melee Weapon  
Intermediate: Hafted  
Specific: Flanged Mace

### Size

Weight: 5 kg  
Length: 0.8 m  
Encumbrance: 10 Power  
User Req.: 1.2-2.4 m tall

### Other

Main materials: Iron, leather hold  
Original Value: 200 gp  
Serial Number: [alpha demo]

FOLD

SOOTT  
SPENT

## OFFENSE

## 1) Review Effects

Some may need to be exerted before rolling dice  
Some require certain Maneuvers to be used  
Some may be exerted without a Maneuver at all

## 2) Roll Percentile Dice

Add die roll to Agility (twin-evens are +100, twin odds -100)  
Determine what Maneuvers can be done with that total

## 3) Select Maneuver and Pay Opp Cost

## 4) Choose to apply either...

Damage:

Roll for Power Dam and add Base Dam  
Do primary kind of damage (unless Effects alter)  
Ally Bonus (choose any 1 within difficulty range):  
Confer to ally within 1 weapon length  
Expires in this player's next maintenance phase

## 5) Declare Damage Amount / Kind and any Effects

MANEUVER	AGILITY DIFFICULTY	OPP COST	DAMAGE + POWER	ALLY BONUS	
				BASE	OR
CUT OUT					
POWER is currently <b>CUT OUT</b> Kind of Damage* CRUSH					

## USAGE NOTES

Required: 1 hand

(if 2-hands used, re-roll any Power damage die rolls of 1)

Opp Max: -3

Kind of Damage\*:

Primary:	Crush	Default dam.
Secondary:	None	-
Tertiary:	None	-

## CURRENT WEAPON CONDITION

Melee SOOTT is  
Smith SOOTT to repair is

Artifact CORPUS

CUT  
OUT

Durability  
Threshold  
35 / 40\*

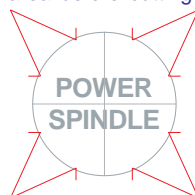
StoryForge . AudaxCor . com

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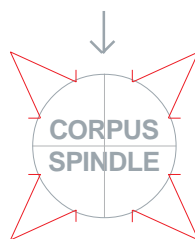
FLANGED  
MACE

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.

Tape this leaf to  
narrow leaf  
opposite.

fold along

fold along

PAGE 2

CUT OUT



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

2<sup>ND</sup>

Be sure Corpus Wheel below  
has been attached first with the  
protective flap already taped  
down.

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.

cut along



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

1<sup>ST</sup>

Attach Corpus Wheel to Corpus  
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.

Then repeat for Power Wheel  
above.

CUT OUT

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.*

<b>Ding:</b> The amount of damage attenuated by any defending artifacts is doubled to that defending artifact.	-5
<b>Advance:</b> Strained Opponent loses 1d4 Opp and has -1 to Armor Coverage.	-5
<b>Crunch:</b> Defender's Armor Coverage is +2. The amount of damage attenuated by any rigid Armor is tripled to that Armor.	-3
<b>Smash:</b> Player may pay Opp Cost twice to deliver double the Base damage plus the usual Power Damage.	-X
<b>Throw:</b> Declare first; Range in m = 5% POW; Difficulty to hit = (Shown Difficulty + 4x range in m + 4x pace in m/s) - (melee SOOTT x wgt in kg).	-X
<b>Unbalance:</b> Damaged opponent loses 2d8 Opp and recoups only half the usual Opp in their next maintenance phase.	-4
<b>Flank:</b> Strained or Stretched Opponent loses 1d8 Opp and has -1d4 to Armor Coverage.	-3
<b>Stun:</b> Struck Opponent loses 1d10 Opp, Stretched Opponent loses 2d10 Opp, or Strained Opponent loses 3d10 Opp	-4
<b>Masterful:</b> 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

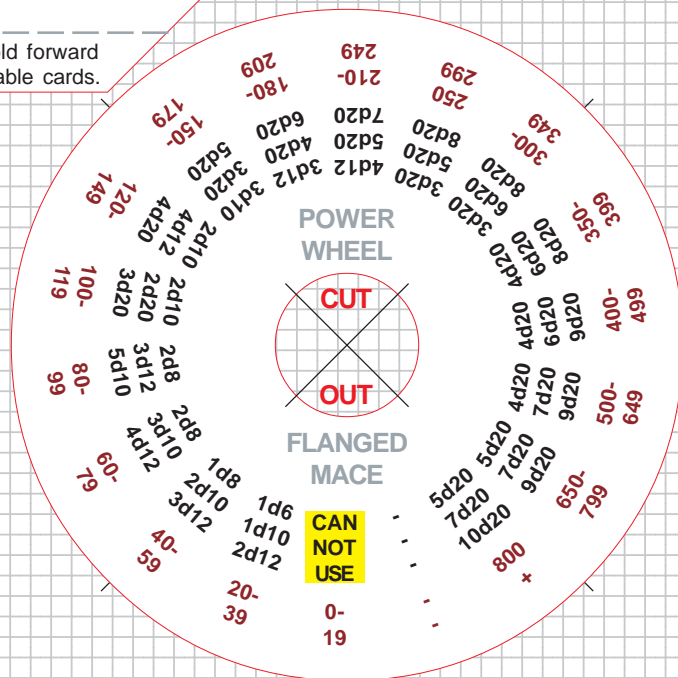
Owner: \_\_\_\_\_

↓ 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	+1d4 Opp
Beset	140	-7	7	+10 Roll
Assault	200	-9	12	+1 SOOTT
Strike	74	-4	3	+1d6 Opp
Beset	131	-6	8	+20 Roll
Assault	187	-9	13	+2 SOOTT
Strike	69	-3	4	+1d8 Opp
Beset	121	-6	9	+30 Roll
Assault	173	-8	15	+2 SOOTT
Strike	63	-3	5	+1d10 Opp
Beset	112	-5	11	+40 Roll
Assault	160	-8	16	+3 SOOTT
Strike	58	-3	6	+2d6 Opp
Beset	102	-5	12	+50 Roll
Assault	147	-7	18	+3 SOOTT
Strike	52	-2	6	+2d8 Opp
Beset	93	-5	13	+60 Roll
Assault	133	-7	19	+3 SOOTT
Strike	47	-2	7	+2d10 Opp
Beset	83	-4	14	+70 Roll
Assault	120	-6	21	+4 SOOTT
Strike	41	-2	8	+3d6 Opp
Beset	74	-4	15	+80 Roll
Assault	107	-6	22	+4 SOOTT
Strike	36	-1	9	+3d8 Opp
Beset	64	-3	16	+90 Roll
Assault	93	-5	24	+4 SOOTT
Strike	30	-1	10	+3d10 Opp
Beset	55	-3	18	+100 Roll
Assault	80	-5	25	+4 SOOTT

CUT OUT

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

score / fold along

↓ Tape this leaf down flat here. ↓

CUT OUT  
  
 (EFFECTS  
WILL  
SHOW  
THRU  
THIS  
WINDOW)

1

2

3

4

5

6

7

8

9

10

# 1 DEFENSE SOOTT

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

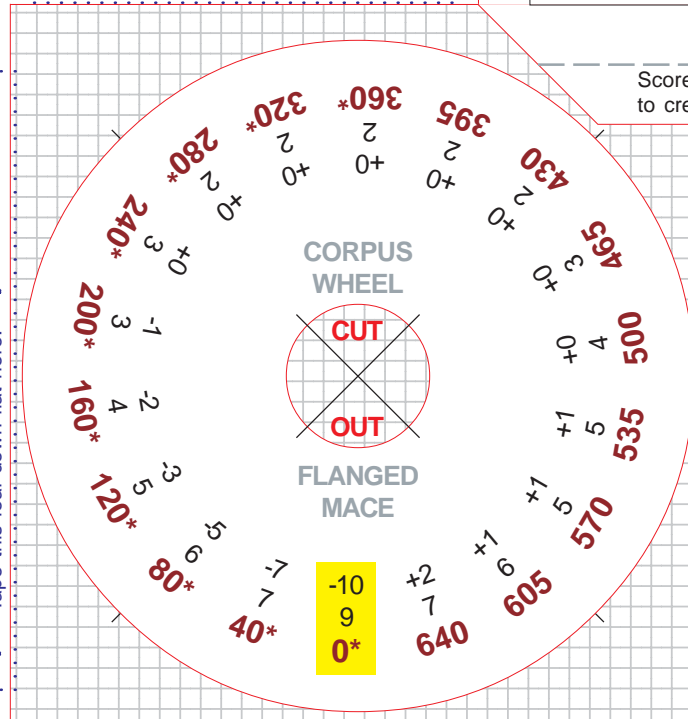
<b>Awkward:</b> double the Opp cost of maneuver to halve the Agility difficulty.	<b>- X</b>
<b>Ding:</b> Counter-damage (i.e., damage attenuated) to Attacker's Weapon is doubled to that Weapon.	<b>- 3</b>
<b>Lure:</b> If Player receives no damage against this attack, Attacker must sacrifice 1d8 Opp.	<b>- 2</b>
<b>Deflank:</b> Attacker must sacrifice 2d4 Opp, or Player's Armor Coverage is +3.	<b>- 1d4</b>
<b>Expose:</b> Attacker's Armor Coverage is -1d6 until their next maintenance phase.	<b>- 4</b>
<b>Present Armor:</b> Armor Coverage is +1 for every 2 Opp spent. Opponent may pay twice the final Opp to negate effect.	<b>- X</b>
<b>Windfall:</b> If attempt roll has two even numbers, take any showing Ally Bonus for yourself now and continue defense.	<b>- 5</b>
<b>Counterstrike:</b> Player may attempt an attack against the attacker now. This does not change turn order.	<b>- 3</b>
<b>Defy:</b> Defender is unaffected by Attacker's Effects.	<b>- 2</b>

score / fold along

Deflect	105	-8	1/2	strained	+1 AC
Parry	173	-11	1/10	strained	+10 Roll
Evade	240	-13	0	strained	+1 SOOTT
Deflect	100	-8	1/2	strained	+2 AC
Parry	163	-10	1/10	strained	+20 Roll
Evade	226	-13	0	stretched	+2 SOOTT
Deflect	95	-7	1/2	strained	+3 AC
Parry	153	-10	1/10	strained	+30 Roll
Evade	211	-12	0	stretched	+2 SOOTT
Deflect	90	-7	1/2	strained	+4 AC
Parry	143	-9	1/10	stretched	+40 Roll
Evade	197	-12	0	-	+3 SOOTT
Deflect	85	-6	1/2	strained	+4 AC
Parry	134	-9	1/10	stretched	+50 Roll
Evade	182	-11	0	-	+3 SOOTT
Deflect	80	-6	1/2	stretched	+5 AC
Parry	124	-8	1/10	stretched	+60 Roll
Evade	168	-11	0	-	+3 SOOTT
Deflect	75	-5	1/2	stretched	+6 AC
Parry	114	-8	1/10	-	+70 Roll
Evade	153	-10	0	-	+4 SOOTT
Deflect	70	-5	1/2	stretched	+7 AC
Parry	104	-7	1/10	-	+80 Roll
Evade	139	-10	0	-	+4 SOOTT
Deflect	65	-4	1/2	-	+8 AC
Parry	95	-7	1/10	-	+90 Roll
Evade	124	-9	0	-	+4 SOOTT
Deflect	60	-4	1/2	-	+9 AC
Parry	85	-7	1/10	-	+100 Roll
Evade	110	-9	0	-	+4 SOOTT

score / fold along

Tape here



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