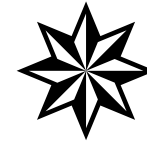
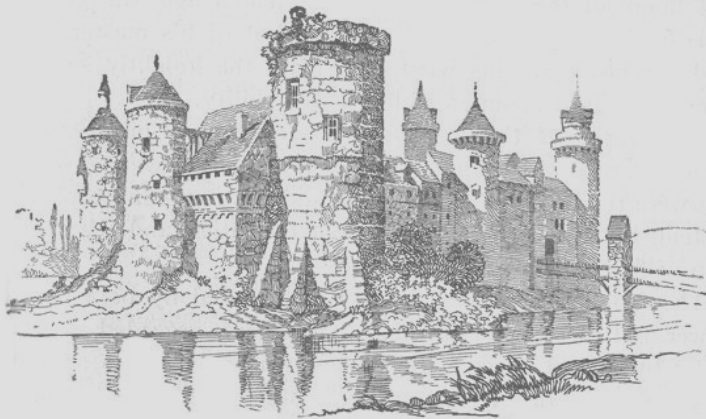




Anstarra

Rules of Play



- A**lways play **safe**
→ No indoor combat. Call "timeout" if necessary.
- N**ever stop **playing** (except for safety)
→ Discuss rules or problems privately with game staff.
- S**pells, **skills** and **special effects** use cards
→ Follow the directions on cards with the ✨ logo.
- T**reasure is kept in belt pouches
→ You don't need to "search" bodies.
- A**ll unblocked weapon hits are **wounds**
→ Except head, neck, hands, feet and groin.
- R**eceiving a **limb wound** disables that limb
→ You may not use that limb until healed.
- R**eceiving a **torso wound** knocks you out
→ You die in about five minutes if not healed.
- A**fter dying, you become a **spirit**
→ Spirits may not talk, and must go to the *afterlife*.