

Tap water

| Distance | Dice | Effect |
|----------|------|---------------|
| 1 | 1-2 | Lose one unit |
| 1 | 3 | Split |
| 2 | 1 | Lose one unit |
| 2 | 2 | Split |
| 3 | 1 | Lose one unit |
| 4 | 1 | Split |

Room Fan

| Dice | Effect |
|------|---------------------------------------------------------------------------------------------|
| 1-5 | the dust bunny must move toward the starting area the dice value minus the dust bunny size. |
| 6 | No Affect |

Air condition vent (vacuum)

| Dice | Effect |
|------|---------------------------------------------------------------------------------------|
| 1-5 | the dust bunny must move toward the opening the dice value minus the dust bunny size. |
| 6 | No Affect |

Fan

| Distance | Dice | Effect |
|----------|------|-------------------------------------------|
| 1 | 1 | Lose 1 unit then Move 4-unit size + split |
| 1 | 2 | Lose 1 unit then Move 4-unit size |
| 2 | 1 | Lose one unit + split |
| 2 | 2 | Lose one unit |
| 3 | 1 | Split |
| 4 | 1 | Move 4-unit size |







Vacuum cleaner

| Distance | Dice | Effect |
|----------|------|--------------------------------|
| 1 | 1 | Lose two units |
| 1 | 2-4 | Lose one unit + Split |
| 2 | 1 | Lose one unit + move 1 + split |
| 2 | 2-4 | Lose one unit + split |
| 3 | 1-4 | Split + Move 4 – unit size |
| 4 | 1-4 | Move 4-unit size |

Dust Bunny Strength

| Dust bunny size | Strength |
|-----------------|----------|
| 1 | 1 |
| 2 | 2 |
| 3 | 4 |
| 4 | 6 |

Dust Bunnies abilities

| Dust bunny | Special ability |
|-------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|
|  | Room features act as range + 1 to dust bunny |
|  | Pull 1 dust bunnies size 1 closer 1 square (up to distance of 2) |
|  | Increase attacker combat dice by 1 |
|  | Pull 2 dust bunnies size 1 closer 1 square (up to distance of 2) |
|  | Join 2 dust bunnies size 1 into dust bunny size 2 (both must be up to distance 2) |
|  | Room features act as range + 1 to dust bunny and all adjacent dust bunnies |

Attack table ratio modifier

| Attack Ratio | Table modifier |
|--------------|----------------|
| 1:3 | -4 |
| 1:2 | -2 |
| 2:3 | -1 |
| 1:1 | - |
| 3:2 | +1 |
| 2:1 | +2 |
| 3:1 | +4 |
| 4:1 and over | +6 |

Combat table result

| 2d sum | Result |
|--------|----------------------------------------|
| 0 | 4A absorbed, AD |
| 1 | 3A absorbed, AD |
| 2 | 2A absorbed, 1/2AD (leader), A retreat |
| 3 | 1A absorbed, -4A (leader), A retreat |
| 4 | -3A, -1D, A retreat |
| 5 | -2A, -1D, A retreat |
| 6 | -1A |
| 7 | -1D |
| 8 | -2D, -1A, D retreat |
| 9 | -3D, -1A, D retreat |
| 10 | 1D absorbed, -4D (leader), D retreat |
| 12 | 2D absorbed, 1/2DD (leader), D retreat |
| 13 | 3D absorbed, DD |
| 14 | 4D absorbed, DD |