

## **NERO® Carrier Attack Play-test**

*Version 1.1 092602*

*For NERO Rules: Mike Ennis, Original Concept by NERO Ohio/West Virginia*

### **Objective:**

- The objective of this play-test is to allow creatures to deliver regular damage instead of their Carrier Attack.

Monsters can now choose to swing their Carrier Attack or their base damage (normal, silver, magic as per card). The damage number will be unchanged regardless of which type of attack they are swinging. Carrier Attacks that are not clarified on the Monster Card as another type will be considered Arcane.