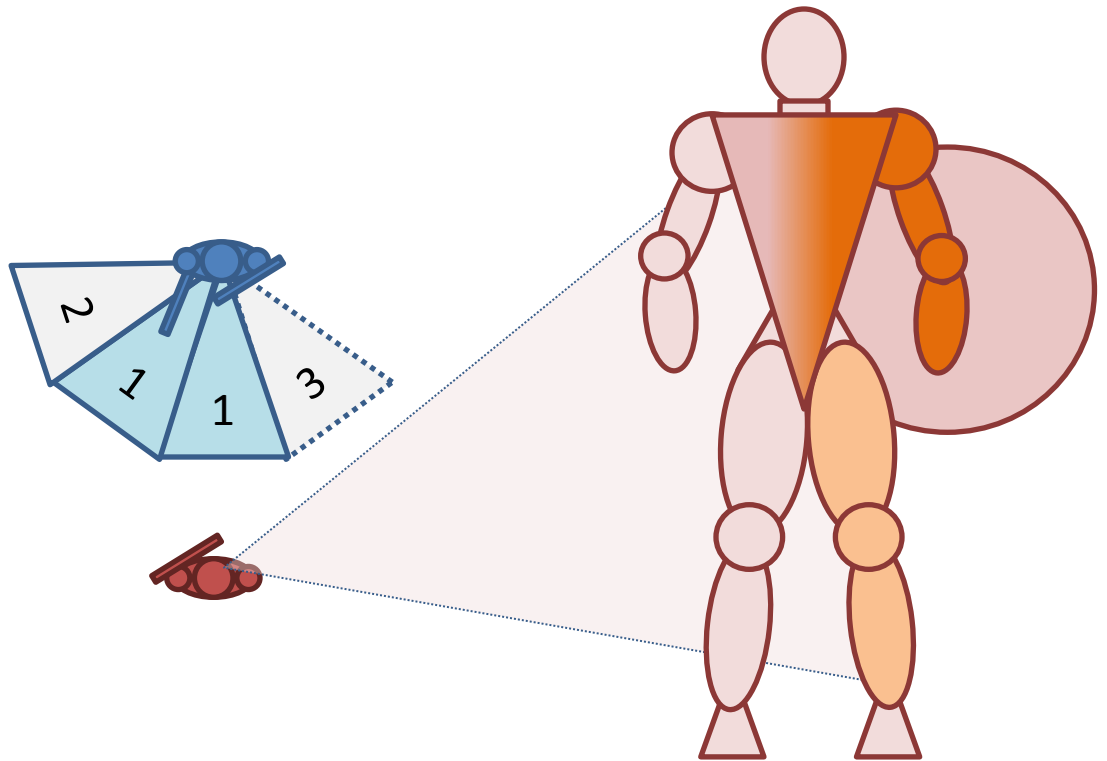


# Threat Zones

## Single Weapon and Shield

A fighter with a shield sacrifices a level of offense in order to gain the defensive capabilities of a shield. The following information is based on a standard fighter using a medium shield.

1. These are the major offensive zones. The majority of attacks will come from these sectors
2. This is a secondary offense zone. If given the opportunity a single weapon and shield fighter will take shots against enemies in this zone. However when fighting an opponent in this zone, his shield loses effectiveness. A standard single weapon and shield fighter will avoid to put opponents in this zone.
3. This zone is the least likely to have attacks leveraged against it. It is possible to attack opponents in this zone, but most fighters are not comfortable enough to pull it off. It requires a demand on flexibility and the ability to fight around the shield. This is the primary reason that the Darkon pinwheel effect happens.

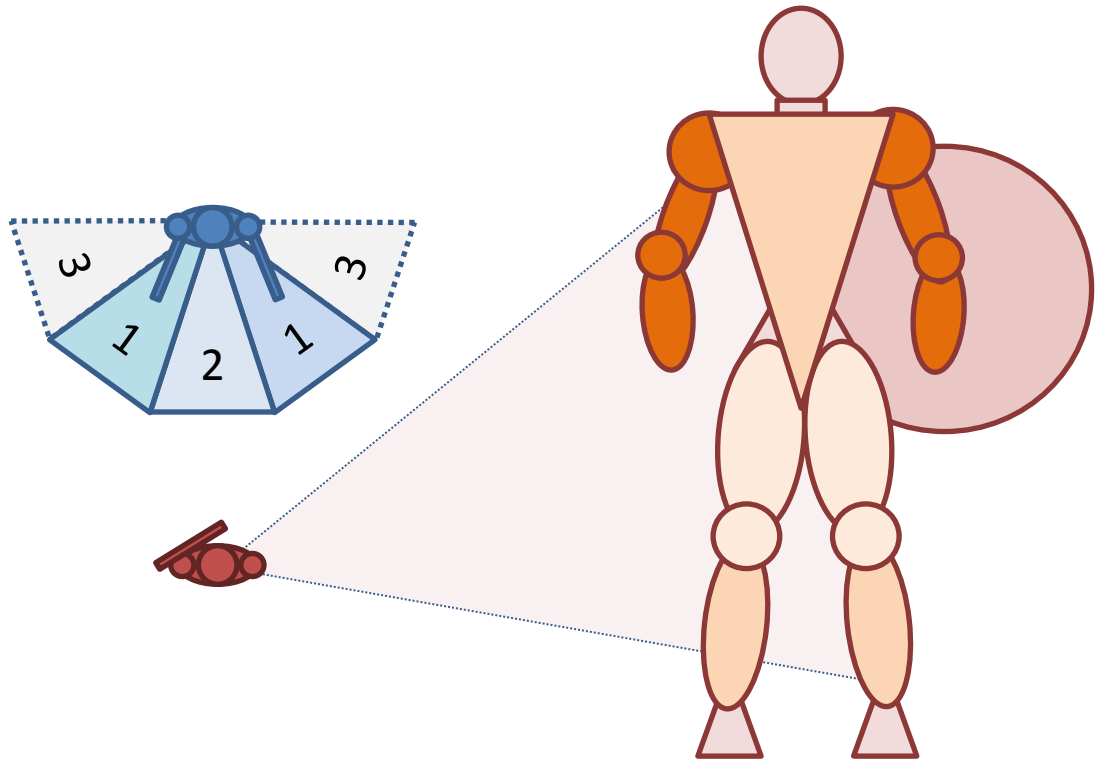


# Threat Zones

## Two Swords or Florentine

A fighter with two swords relies mostly on offense. This allows a much wider threat range, but a loss in protection vs arrows or pole weapons.

1. These are the major offensive zones. The majority of attacks will come from these sectors
2. This is a secondary offense zone. A Florentine fighter can easily launch attacks at this zone, but will often rely on attacks from the primary zones. Attacks launched in this zone tend to primarily be red/piercing. While the likelihood of attacks is lower, the attacks themselves will be more powerful.
3. This zone is the least likely to have attacks leveraged against it. It is possible to attack opponents in this zone, but they tend to be attacks of opportunity as the fighter can only bring half the number of attacks against an opponent in these zones.

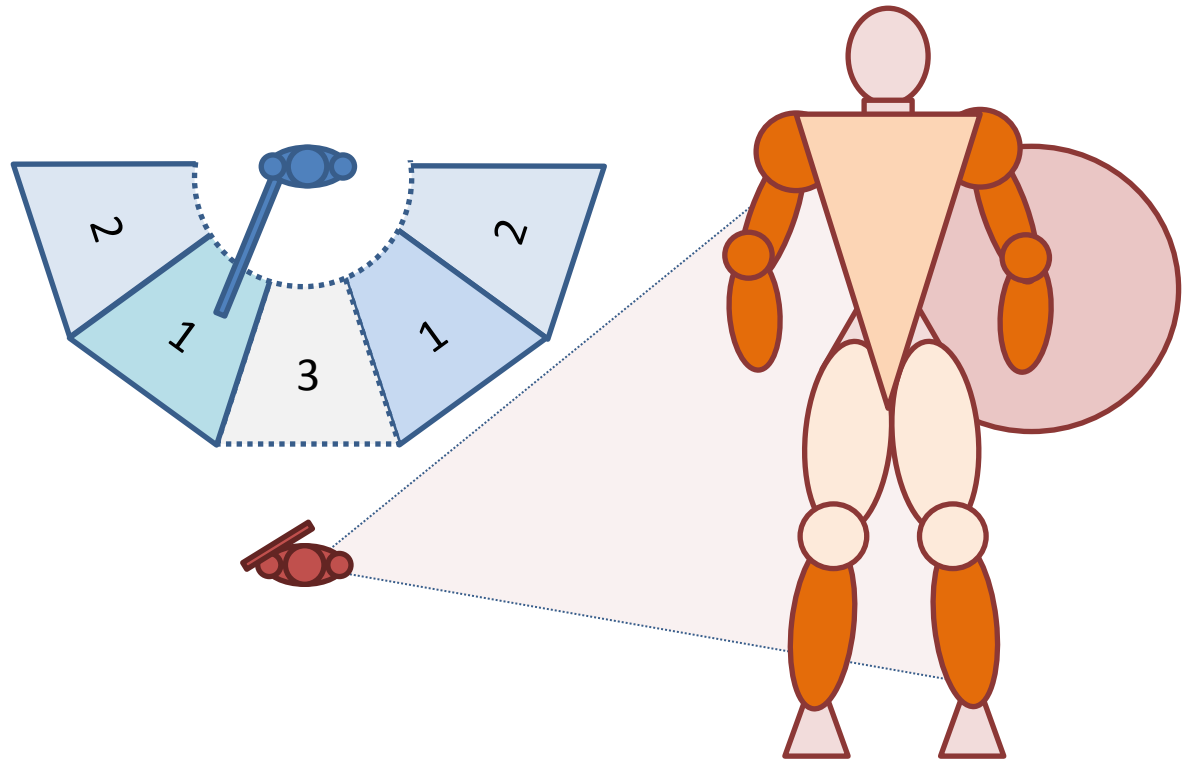


# Threat Zones

## Great Swords/Weapons

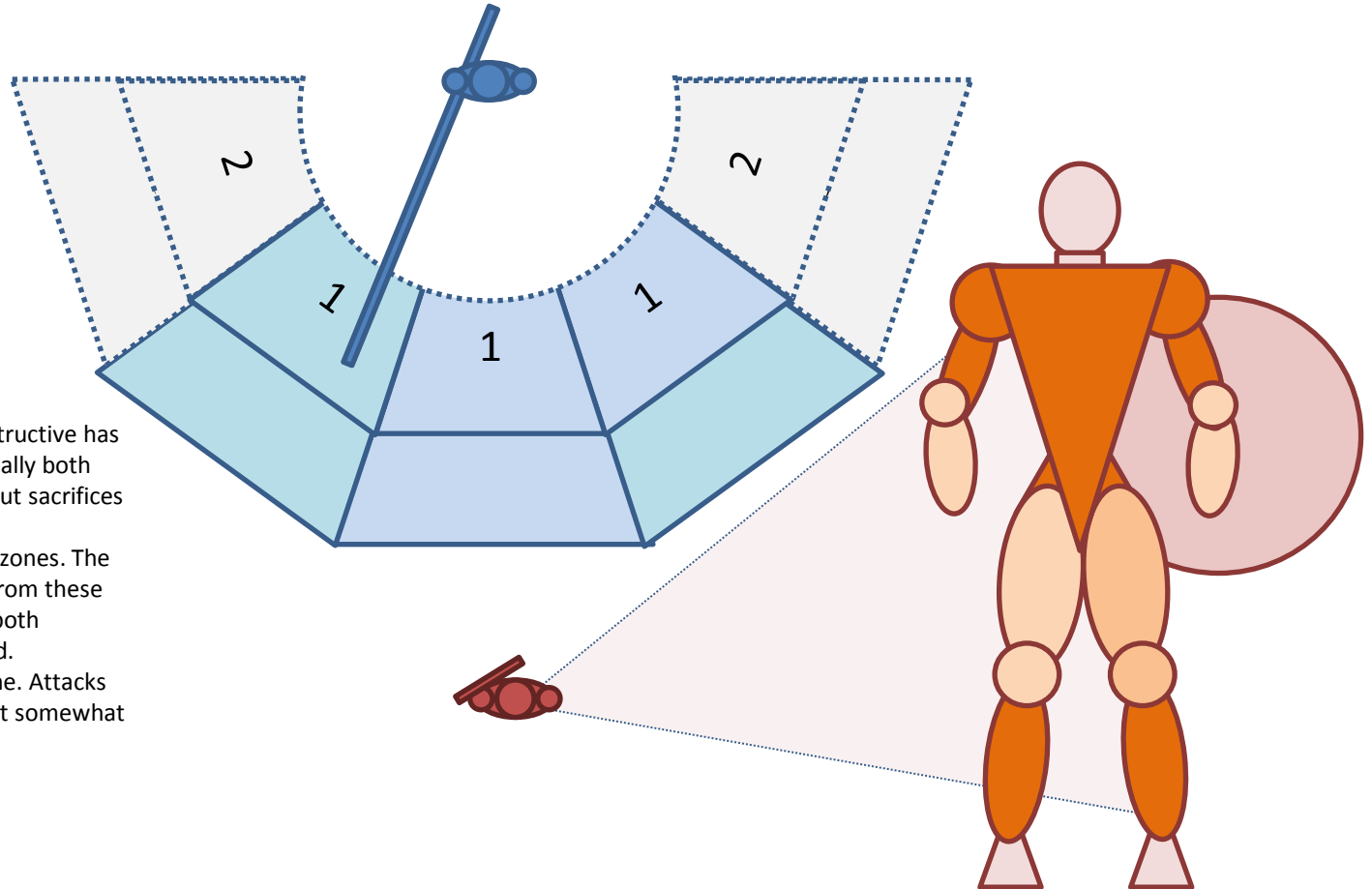
A fighter with a great weapon, often sword, loses the protection offered by a shield, and the number of attacks offered by two swords, but gains devastating attack power.

1. These are the major offensive zones. The majority of attacks will come from these sectors. Keep in mind that attacks against the shoulders, the right and left of the head are included in this attack zone.
2. This is a secondary offense zone. A great sword fighter loses no offensive power when attacking from these zones, but the attacks are normally limited to side swings.
3. This zone is the least likely to have attacks leveraged against it. Unless a great sword fighter has a red/piercing tip, they will be unable to effectively launch attacks against this zone. Note that for this zone to offer protection to the attacker, the attack must have some range such as a pole weapon.



# Threat Zones

## Polearms



A fighter with polearm has the destructive has increased range of attack and typically both slashing /black and piercing /red, but sacrifices the defense of a shield.

1. These are the major offensive zones. The majority of attacks will come from these sectors. These attacks will be both slashing/black and piercing/red.
2. This is a secondary offense zone. Attacks from this area are common but somewhat less likely than zone 1.