

NAME	HEIGHT	BODY POINTS	MAGIC RESISTANCE	ATTACKS
Hordling with Mace	3	6	1	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING	BASH	36	50	+2	
	SMASH	24	50	+1	
SIDE SWING	STRONG	28	64	+1	
	HIGH	10	64	-1	
	LOW	2	64	-1	
THRUST	HIGH	32	60	-2	
	LOW	14	60	-2	
BITE & CLAW	RAKE HIGH	38	58	-1	
	RAKE LOW	42	58	-1	
	TEAR LOW	22	54	-2	
	TEAR HIGH	6	54	-2	
	SNAP	44	54	-1	
	GRAB	48	54	0	
SPECIAL	KICK	34	54	+1	
	WILD CLAW	40	54	-1	
	RUSH	4	50	+3	
	RETRIEVE WEAPON	46	52	-6	
	OPEN PORTAL	30	56	S	
JUMP	UP	18	62	-6	
	DODGE	8	52	-4	
	DUCK	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	CHARGE	50		+2	
	SWING HIGH	64		-6	
	BITE & CLAW	58		-5	
	THRUST	60		-6	
	BITE & CLAW	54		-5	
	OPEN PORTAL	56		S	
	DODGE	52		-6	
	JUMP BACK	62		-6	

A Hordling takes 1 point less damage than normal from non-magical non-iron weapons.

Once wounded, a Hordling will boil off noxious ichor, losing 1 Body Point at the end of each following turn. This vapour causes opponents to lose 1 Body Point per turn themselves, unless they are resistant to poison. Undead and other demons are not affected.

A Hordling may attempt to open a portal to its own plane. If successful, the Hordling may (a) Escape through it, or (b) restore itself to full-strength unwounded state, reappearing at p. 57, or (c) gate in another Hordling.

	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48
2	45	13	13	13	13		45	57	37	31	49	13		13	13	13	41	13	13	49	49	17	27	13
4	5	39	19	33	3		11	55	37	19	17	15		3	19	9	19	15	17	17	19	17	43	19
6	53	39	49	33	3		45	53	13	29	17	15		45	59	45	13	53	17	31	53	49	53	55
8	5	21	17	33	3		21	55	37	29	21	15		3	59	9	19	15	17	17	17	17	43	63
10	31	39	17	53	45		7	57	13	23	7	45		31	31	53	25	31	49	53	31	49	43	55
12	31	19	17	31	53		11	57	13	29	17	19		31	19	45	25	31	49	53	49	17	29	55
14	45	53	49	23	13		13	13	37	53	17	13		13	59	13	13	13	13	49	49	13	53	55
16	57	39	17	57	57		11	55	57	57	17	19		21	59	9	41	41	61	21	61	61	43	61
18	5	39	17	33	3		11	55	37	29	17	15		5	59	9	41	15	17	21	17	17	43	63
20	5	39	17	33	21		11	55	37	29	17	15		21	59	9	25	15	17	17	17	17	43	63
22	19	53	17	23	13		13	19	37	53	19	15		3	59	31	25	13	13	49	49	13	43	55
24	53	41	19	33	45		11	1	53	7	17	7		53	53	45	53	15	49	21	17	17	41	7
26	5	19	19	33	3		11	55	19	19	17	15		3	59	9	25	19	17	17	19	19	43	55
28	7	53	49	41	3		11	23	53	23	17	53		19	53	9	25	31	31	41	17	17	43	63
30	5	39	17	33	3		11	57	37	29	17	15		3	59	27	25	15	17	17	17	17	27	63
32	53	39	49	33	3		53	53	13	29	53	45		53	59	31	25	53	49	31	53	49	43	53
34	5	39	17	33	19		11	1	37	41	19	15		19	19	19	25	41	17	41	17	17	27	19
36	5	7	7	33	3		11	1	7	7	17	15		7	7	9	7	41	17	7	17	7	7	63
38	31	39	17	53	45		7	57	13	29	17	19		3	59	45	25	31	49	17	31	49	43	55
40	45	19	31	33	3		45	23	23	53	13	23		3	41	9	25	41	17	17	49	17	43	63
42	19	39	17	13	13		19	57	19	31	49	13		13	59	9	41	13	13	49	49	49	27	55
44	5	19	49	33	45		31	57	7	53	7	31		31	59	45	13	53	49	31	17	49	27	55
46	5	39	17	33	3		11	1	37	29	17	15		3	59	9	25	15	17	17	17	17	43	63
48	5	39	49	31	45		45	57	31	19	49	31		31	59	9	25	19	49	13	49	49	53	55

	50	52	54	56	58	60	62	64
50	45	23	17	41	41	11	19	19
52	21	57	17	59	17	11	55	51
54	53	33	49	19	35	11	35	3
56	39	57	17	33	61	51	57	3
58	39	33	61	47	17	13	57	51
60	13	33	13	59	17	11	57	47
62	39	57	61	59	61	51	55	51
64	7	35	53	59	61	51	57	3

1 JUMPING AWAY

Tell Opponent: "No restrictions next turn."

3 SWINGING HIGH

Tell Opponent: "Do no Thrusts or Red next turn."

5 SWINGING LOW

Tell Opponent: "Do no Thrusts or Blue next turn."

7 DAZED

SCORE 5

Tell Opponent: "Do only Jumps next turn. If you lost Body Points, begin leaking ichor."

9 THRUSTING HIGH

Tell Opponent: "Do no Sideswings next turn."

11 THRUSTING LOW

Tell Opponent: "Do no Sideswings or Red next turn."

13 LEG WOUND

SCORE 3

Tell Opponent: "Do no Red or Orange next turn. If you lost Body Points, begin leaking ichor."

15 SWINGING DOWN

Tell Opponent: "Do no Blue next turn."

17 BITING AND CLAWING

Tell Opponent: "If on a Score page of -1 or more, drop your mace and add +1 to any Bite & Claw that Scores next turn."

19 STRUCK OFF BALANCE

SCORE 0

Tell Opponent: "Do only Green or Yellow next turn. If you lost Body Points, begin leaking ichor."

21 TURNED AROUND

SCORE 0

Tell Opponent: "Do only Yellow or Open Portal next turn. If you lost Body Points, begin leaking ichor."

23 BEHIND YOU

Tell Opponent: "No restrictions next turn."

25 KICKING

Tell Opponent: "Do no Blue or Yellow next turn."

27 WEAPON DISLODGED

Tell Opponent: "Do only Jumps, Bite & Claw or Special until weapon has been retrieved."

29 DUCKING

Tell Opponent: "Do no Orange next turn, but add +2 to any Blue that Scores next turn."

- 31 ARM WOUND SCORE 2
Tell Opponent: "Do no Red or Orange next turn. If you lost Body Points, begin leaking ichor."
- 33 DODGING
Tell Opponent: "Do no Thrusts next turn."
- 35 EXTENDED RANGE BODY WOUND SCORE 4
Tell Opponent: "Do only Brown next turn. If you lost Body Points, begin leaking ichor."
- 37 JUMPING UP
Tell Opponent: "Do no Blue next turn."
- 39 CHARGING
Tell Opponent: "Do no Green or Yellow next turn. If on p. 57 or p. 55, turn to p. 19."
- 41 KNOCKED DOWN SCORE 0
Tell Opponent: "Do only Jumps next turn. If you lost Body Points, begin leaking ichor."
- 43 RETRIEVING WEAPON
Tell Opponent: "May use weapon again. Do no Orange next turn."
- 45 PARRYING SCORE -3
Tell Opponent: "No restrictions next turn."
- 47 EXTENDED RANGE LEG WOUND SCORE 3
Tell Opponent: "Do only Brown next turn. If you lost Body Points, begin leaking ichor."
- 49 GLANCING BLOW SCORE -1
Tell Opponent: "Do no Blue next turn. If you lost Body Points, begin leaking ichor."
- 51 EXTENDED RANGE ATTACKING
Tell Opponent: "Do only Extended Range next turn."
- 53 BODY WOUND SCORE 4
Tell Opponent: "Do only Green or Yellow next turn. If you lost Body Points, begin leaking ichor."
- 55 EXTENDED RANGE JUMPING AWAY
Tell Opponent: "Do only Extended Range next turn, but add +2 to any Charge that Scores next turn."
- 57 EXTENDED RANGE BLOCKING & REGENERATING
Tell Opponent: "Do only Extended Range next turn. Stop leaking ichor. If you were not leaking ichor, you may restore 1 Body Point."

59 OPENING PORTAL

Tell Opponent: "You have opened a portal leading to your own plane. You may gate in another Hordling, or restore your Body Points to their starting value and reappear uninjured on p. 57, or Escape."

61 EXTENDED RANGE BITING AND CLAWING

Tell Opponent: "Do only Extended Range next turn, but if on a Score page, drop your mace."

63 GRABBING

Tell Opponent: "Drop your mace. If on a Score page, turn to p. 41."