

NAME	HEIGHT	BODY POINTS	MAGIC RESISTANCE	ATTACKS
Iron Golem with Sword	5	30	1	2

MANOEUVRES		PG	X	MOD	+
DOWN SWING					
	SMASH	24	50	+5	
SIDE SWING	STRONG	28	58	+4	
	HIGH	10	58	+2	
	LOW	2	58	+2	
THRUST	HIGH	32	54	0	
	LOW	14	54	0	
FIST ATTACK	SWAT HIGH	38	64	+2	
	SWAT LOW	42	64	+2	
	PUNCH	22	60	0	
	SHOVE	6	60	+1	
	THUMP	36	64	+5	
	GRAB	48	64	+2	
	CRUSH	44	64	-1	
SPECIAL	KICK	34	56	0	
	WILD SWING	40	58	+4	
	DISLODGE WEAPON	30	58	-4	
	FLATTEN	26	56	+16	
	STAMP	4	56	-1	
JUMP					
	SIDESTEP	8	52	-4	
	DUCK	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	CHARGE	50		+5	
	SWING	58		+3	
	SWAT	64		+1	
	PUNCH	60		-2	
	THRUST	54		0	
	BLOCK & CLOSE	56		0	
	SIDESTEP	52		-6	
	JUMP BACK	62		-6	

The Iron Golem gains Experience Points and improves manoeuvres as normal, but can never improve its Body Points. It is worth twice the usual number of Experience Points.

Golems are immune to poison, to life drain and to most mind attacks such as fear, charm and hypnosis. The Iron Golem takes half damage from fire attacks and normal damage from lightning attacks.

Each time the Iron Golem is struck on a Score page marked with an asterisk, the base Score value for that body location (Head, Body, Left Arm, Right Arm, Legs) is increased by 1 point, to a maximum of Score 2.

The Flatten attack (26) is a risky attempt to kill an opponent by simply falling on them.

The Iron Golem's sword is an integral part of the construct and cannot be dislodged.

	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	49	37	61	13	13		49	57		31	17	13	41	13	49	13	13	13	13	49	27	55		13
4	5	17	17	33	3		11	57		17	59	15	41	3	15	9	19	59	43	5	43	55		63
6	53	37	53	33	3		49	53		29	59	31	53	31	5	45	13	53	43	31	43	55		63
8	5	37	61	33	3		21	57		29	21	19	41	3	3	9	41	19	43	5	43	55		63
10	31	53	53	53	45		7	35		23	7	45	31	31	3	53	25	27	27	53	27	55		63
12	31	37	61	31	53		11	57		17	59	19	41	31	3	45	25	27	17	53	17	55		63
14	49	13	13	23	13		13	13		53	59	13	13	13	5	13	13	13	13	49	17	55		63
16	57	57	61	57	57		11	57		57	59	41	57	21	57	9	41	41	57	21	57	57		57
18	5	1	61	33	3		11	57		29	59	15	41	3	3	9	41	59	43	21	43	55		63
20	5	37	61	33	21		11	57		29	59	15	41	21	3	9	25	59	43	5	43	55		63
22	19	13	61	23	13		13	13		53	17	15	53	3	5	31	25	13	43	49	17	55		63
24	53	7	53	33	45		11	1		7	59	7	7	53	3	45	53	59	27	21	43	7		63
26	5	37	17	33	3		11	57		17	59	15	41	3	3	9	25	59	43	5	17	17		63
28	7	31	61	53	3		11	23		23	59	53	19	17	31	9	25	27	27	41	43	55		63
30	49	37	61	33	3		11	57		29	59	15	41	3	45	45	25	59	43	5	17	55		63
32	53	53	61	33	3		53	53		29	53	45	53	53	3	31	25	53	17	31	53	55		53
34	5	37	61	33	51		11	51		51	51	15	41	51	51	51	25	51	43	51	43	55		51
36	5	7	7	33	3		11	1		7	59	15	7	7	45	9	7	59	43	7	43	55		63
38	31	53	61	53	19		7	57		29	17	19	31	5	5	45	25	27	17	5	27	55		63
40	49	17	61	17	3		49	23		53	13	23	13	3	5	9	25	17	43	5	17	55		63
42	19	37	61	13	13		19	47		31	17	13	41	13	5	9	13	13	17	49	17	13		63
44	5	7	61	33	45		31	57		53	53	15	41	31	31	45	13	53	17	31	43	55		63
46	5	1	61	33	3		11	1		29	59	15	41	19	15	9	25	59	43	5	43	55		63
48	5	37	61	31	45		49	57		17	17	31	41	31	31	9	25	27	17	13	17	55		63

	50	52	54	56	58	60	62	64
50	45	23	9	53	17	59	17	17
52	21	57	9	57	5	59	57	57
54	53	33	45	17	35	59	35	43
56	39	57	9	45	57	57	57	43
58	39	13	57	47	5	13	57	57
60	13	33	13	57	5	59	47	47
62	39	57	57	57	57	57	57	57
64	7	35	53	45	57	57	57	43

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 HEAD WOUND

SCORE -3* / 35

(on a roll of 12 on 2 dice if Scoring positive damage)

Tell Opponent: "No restrictions next turn."

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: "No restrictions next turn."

15 SWINGING DOWN

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

17 GLANCING BLOW

SCORE -3

Tell Opponent: "No restrictions next turn."

19 OFF BALANCE

SCORE -3

Tell Opponent: "Do only Jumps next turn."

21 TURNED AROUND

SCORE -3

Tell Opponent: "Do only Yellow or Stamp next turn."

23 BEHIND YOU

Tell Opponent: "No restrictions next turn."

25 KICKING

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

27 LEFT ARM WOUND

SCORE -3*

Tell Opponent: "Do no Fist Attacks next turn."

29 DUCKING

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

31 RIGHT ARM WOUND

SCORE -3*

Tell Opponent: "Do only Green, Yellow, Fist Attacks or Special Attacks next turn."

33 SIDESTEPPING

Tell Opponent: "Do no Thrusts next turn."

35 EXTENDED RANGE BODY WOUND SCORE -4*
Tell Opponent: "Do only Extended Range next turn."

37 STAMPING
Tell Opponent: "Do no Jumps next turn. If on a Score page or if opponent is height 4 or less (and not Flying), turn to p. 41."

39 CHARGING
Tell Opponent: "Do no Green or Yellow next turn."

41 FALLEN DOWN SCORE 0
Tell Opponent: "Do only Jumps for the next 5 turns. If on a Score page, turn to p. 41 and inflict damage. If opponent is height 4 or less (and not Flying), turn to p. 41, but do not score damage."

43 SWATTING WITH FIST
Tell Opponent: "Do no Punches next turn."

45 PARRYING HIGH SCORE -6
Tell Opponent: "Do no Blue next turn."

47 EXTENDED RANGE LEG WOUND SCORE -3*
Tell Opponent: "Do only Extended Range next turn."

49 PARRYING LOW SCORE -6
Tell Opponent: "Do no Red or Orange next turn."

51 KICKED SCORE -5
Tell Opponent: "No restrictions next turn."

53 BODY WOUND SCORE -4*
Tell Opponent: "No restrictions next turn."

55 CRUSHING
Tell Opponent: "If Scoring damage, instead Score damage according to p. 53 but read instruction from p. 19."

57 EXTENDED RANGE BLOCKING
Tell Opponent: "Do only Extended Range next turn."

59 STRIKING WITH FIST
Tell Opponent: "Do no Swats next turn."

61 SHOVING
Tell Opponent: "If Scoring damage, turn instead to p. 19 but do only Extended Range next turn and instruct me to do only Brown."

63 GRABBING
Tell Opponent: "If Scoring damage, turn instead to p. 41. Add +2 to any Fist Attack that Scores next turn."