

NAME	HEIGHT	BODY POINTS	ATTACKS
Gnome with Short Sword and Crossbow	3	10	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING					
	SMASH	24	50	+2	
SIDE SWING	STRONG	28	64	+1	
	HIGH	10	64	0	
	LOW	2	58	0	
THRUST	HIGH	32	60	+1	
	LOW	14	60	+1	
FAKE	HIGH	42	58	-1	
	LOW	12	64	-1	
	SIDE SWING	22	60	0	
	THRUST	38	58	-1	
FIRE CROSSBOW					
	LOW	22	54	+5	
	HIGH	6	54	+5	
SPECIAL	KICK	34	56	-1	
	WILD SWING	40	58	+1	
	DISLODGE WEAPON	30	58	-4	
	RETRIEVE WEAPON	46	52	-6	
JUMP	UP	18	52	-6	
	DODGE	8	52	-4	
	DUCK	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	CHARGE	50		+2	
	SWING HIGH	64		-7	
	SWING LOW	58		-7	
	THRUST	60		-5	
	FIRE CROSSBOW	54		+6	
	BLOCK & CLOSE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

The Gnome may fire 1 crossbow bolt per combat. Reloading during a combat is not possible.

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

	50	52	54	56	58	60	62	64
50	45	23	51	53	41	11	19	19
52	21	61	63	57	5	11	57	57
54	53	33	51	45	35	11	35	3
56	39	61	63	45	57	57	57	3
58	39	33	55	47	5	13	57	57
60	13	33	13	57	5	11	57	47
62	39	61	55	57	57	57	57	57
64	7	35	53	45	57	57	57	3

- 1 JUMPING AWAY
Tell Opponent: "Add +1 if you Score 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 6
Tell Opponent: "Do only Green or Yellow next turn."
- 9 THRUSTING HIGH
Tell Opponent: "No restrictions next turn."
- 11 THRUSTING LOW
Tell Opponent: "No restrictions next turn."
- 13 LEG WOUND SCORE 4
Tell Opponent: "Do no Red or Orange next turn."
- 15 SWINGING DOWN
Tell Opponent: "Do no Red or Blue next turn."
- 17 KICKED OFF BALANCE SCORE 0
Tell Opponent: "Do only Green or Yellow next turn."
- 19 STRUCK OFF BALANCE SCORE 0
Tell Opponent: "Do only Green or Yellow next turn."
- 21 TURNED AROUND
Tell Opponent: "Do only Yellow next turn."
- 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 Kick, Green or Yellow (except Wild Swing) or Fire Crossbow until weapon has been retrieved."
- 29 DUCKING
Tell Opponent: "Do no Red next turn, but add +2 to any Blue that Scores next turn."
- 31 ARM WOUND SCORE 4
Tell Opponent: "Do no Red or Orange next turn."
- 33 DODGING
Tell Opponent: "Add +1 to any Side Swing that Scores next turn."

- 35 EXTENDED RANGE BODY WOUND SCORE 5
Tell Opponent: "Do only Brown next turn."
- 37 JUMPING UP
Tell Opponent: "Do no Blue next turn, but add +2 to any Orange that Scores next turn."
- 39 CHARGING
Tell Opponent: "Do no Green or Yellow next turn."
- 41 KNOCKED DOWN SCORE 0
Tell Opponent: "Do only Jumps next turn."
- 43 RETRIEVING WEAPON
Tell Opponent: "May use weapon again. No restrictions next turn."
- 45 PARRYING HIGH SCORE -3
Tell Opponent: "No restrictions next turn."
- 47 EXTENDED RANGE LEG WOUND SCORE 4
Tell Opponent: "Do only Brown next turn."
- 49 PARRYING LOW SCORE -3
Tell Opponent: "No restrictions next turn."
- 51 FIRING CROSSBOW
Tell Opponent: "If *modified* Score is 1 or less, turn to p. 19. If on p. 23, turn to p. 33."
- 53 BODY WOUND SCORE 5
Tell Opponent: "Do no Red or Orange next turn."
- 55 EXTENDED RANGE FIRING CROSSBOW
Tell Opponent: "Do only Extended Range next turn. If on a Score page, turn to p. 35."
- 57 EXTENDED RANGE BLOCKING
Tell Opponent: "Do only Extended Range next turn."
- 59 PUSHED OFF BALANCE SCORE 0
Tell Opponent: "Do only Green or Yellow next turn."
- 61 EXTENDED RANGE DODGING
Tell Opponent: "Do only Extended Range next turn."
- 63 CROSSBOW BOLT LODGED IN SHIELD (if shieldless, turn to p. 51)
Tell Opponent: "You have shot your crossbow bolt into my shield. Turn to p. 17."