

NAME	HEIGHT	BODY POINTS	ATTACKS
Birdman with Lance and Net	4/6*	10	1

MANOEUVRES		PG	X	MOD	+
SPECIAL	CAST NET	38	64	S	
DOWN SWG	SMASH	24	58	+2	
SIDE SWING	STRONG	28	58	+1	
	HIGH	10	58	-1	
	LOW	2	58	-1	
THRUST	HIGH	32	60	+1	
	LOW	14	60	+1	
RESTRICTED FLYING	THRUST HIGH	(6)	54	+1	
	THRUST LOW	(22)	54	+1	
	POUNCE	(26)	50	+3	
	SMASH	(44)	50	-2	
	BASH	(36)	50	0	
	SWING LOW	(42)	54	-2	
	CAST NET	(12)	64	S	
SPECIAL	KICK	34	56	0	
	WILD SWING	40	64	+2	
	DISLODGE WEAPON	30	58	-4	
	RETRIEVE WEAPON	46	52	-6	
JUMP	FLY OFF	18	52	-6	
	DODGE	8	52	-4	
	DUCK (LAND)	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	FLYING ATTACK	(50)		+4	
	CAST NET	64		S	
	SWING	58		-1	
	FLYING THRUST	(54)		+2	
	THRUST	60		+3	
	BLOCK & CLOSE	56		0	
	DODGE	52		-5	
	JUMP/FLY BACK	62		-5	

An opponent trapped in the Birdman's net must do only Jumps until he or she gets to Extended Range without being scored against. An opponent cannot fly while held in a net. The Birdman may retrieve and reuse a net once an opponent escapes from it. A net is only released when an opponent is entangled.

	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		63	13	13	63	45	57	37	17	49	13	39	13	45	13	41	63	13	45	49	59	27	
4	5		61	33	3	51	9	57	37	19	61	15	39	3	15	9	19	59	51	5	51	59	43	
6	19		61	33	3	51	45	19	37	29	61	15	39	45	5	45	19	63	19	11	63	59	19	
8	5		61	33	3	51	23	57	37	29	21	15	39	3	3	9	19	59	51	5	51	59	43	
10	31		63	19	45	51	7	57	37	23	63	45	63	31	3	53	25	63	51	53	63	49	43	
12	19		61	17	53	37	9	57	41	29	61	45	39	31	3	45	25	59	51	53	49	59	43	
14	45		49	23	13	51	13	19	37	53	61	13	63	13	5	13	13	63	13	45	49	59	53	
16	57		61	57	57	37	9	57	37	57	61	19	37	21	57	9	41	59	37	21	55	55	43	
18	5		61	33	3	51	9	57	37	29	61	15	39	5	3	9	41	59	51	21	51	59	43	
20	5		61	33	21	51	9	57	37	29	61	15	39	21	3	9	25	59	51	5	51	59	43	
22	45		61	23	13	63	13	19	37	53	63	15	63	3	5	31	25	63	51	45	49	63	43	
24	53		63	33	45	37	9	1	37	7	61	7	39	3	3	45	53	59	51	21	51	63	41	
26	5		61	33	3	51	9	57	19	29	61	15	41	5	3	9	25	59	51	5	51	59	43	
28	7		49	19	3	51	9	23	41	23	41	53	41	19	31	9	25	63	31	41	51	59	43	
30	45		27	33	3	27	9	57	37	29	61	15	39	3	27	27	25	59	27	5	27	59	27	
32	53		49	33	3	37	53	19	37	29	63	45	63	53	3	31	25	63	51	31	63	49	43	
34	5		61	33	19	51	9	1	37	29	61	15	39	19	3	19	25	59	51	41	51	59	27	
36	5		41	33	3	41	55	55	7	19	55	15	39	7	7	9	7	55	51	7	51	41	7	
38	31		61	19	45	37	7	57	41	29	61	45	63	5	5	45	25	63	51	5	51	49	43	
40	45		63	33	3	41	45	23	37	53	63	23	63	3	5	9	25	63	51	5	49	59	43	
42	45		61	19	13	37	45	57	41	17	49	13	39	13	5	9	41	63	19	45	49	63	27	
44	5		49	33	45	51	19	57	7	19	61	15	39	17	19	45	19	63	51	19	51	59	27	
46	5		61	33	3	51	9	1	37	29	61	15	39	3	15	9	25	59	51	5	51	59	43	
48	5		49	17	45	37	45	57	19	29	49	19	63	19	19	9	25	59	51	19	51	59	19	

	50	52	54	56	58	60	62	64
50	49	23	61	17	41	11	19	51
52	37	57	61	57	5	11	37	51
54	41	33	49	45	35	11	35	51
56	37	57	61	45	57	57	37	51
58	37	33	37	47	5	13	37	47
60	63	33	63	57	5	11	37	47
62	37	57	37	57	57	57	37	57
64	63	35	41	45	57	57	37	51

1 JUMPING AWAY

Tell Opponent: "Add +2 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 7

Tell Opponent: "Do only Jumps next turn"

9 THRUSTING

Tell Opponent: "No restrictions next turn."

11 FLYING SWING

Tell Opponent: "Do only Green or Restricted Flying (except Thrusts) next turn."

13 LEG WOUND

SCORE 2

Tell Opponent: "Do no Orange next turn."

15 SWINGING DOWN

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

17 WING WOUND

SCORE 3

Tell Opponent: "Do no Orange. If this is your 3rd Wing Wound, do no flying for the rest of the game."

19 STRUCK OFF BALANCE

SCORE 0

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

21 TURNED AROUND

SCORE 0

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

23 BEHIND YOU

Tell Opponent: "May do Restricted Flying manoeuvres next turn."

25 KICKING

Tell Opponent: "Do no Yellow next turn. If on an 'Off Balance' page or p. 41, turn instead to p. 13."

27 WEAPON DISLODGED

Tell Opponent: "Do only Cast Net, Kick, Pounce, Green or Yellow (except Wild Swing) until weapon has been retrieved."

29 LANDING

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

31 ARM WOUND

SCORE 4

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

33 DODGING

Tell Opponent: "Do no Thrusts, but add +2 to any Down or Side Swing that Scores next turn."

35 EXTENDED RANGE BODY WOUND SCORE 5

Tell Opponent: "Do only Brown next turn."

37 FLYING

Tell Opponent: "Do only Green or Restricted Flying next turn. At Extended Range, do only Flying manoeuvres."

39 POUNCING

Tell Opponent: "Do only Green or Restricted Flying (except Bash) next turn, except if on a Score page, turn to p.41, and do no Restricted Flying next turn."

41 KNOCKED DOWN SCORE 0

Tell Opponent: "Do only Jumps next turn. If you were Flying, take +2 damage."

43 RETRIEVING WEAPON

Tell Opponent: "May use weapon again. Do no Orange next turn."

45 PARRYING SCORE -4

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND SCORE 2

Tell Opponent: "Do only Brown next turn."

49 PARRYING IN FLIGHT SCORE -4

Tell Opponent: "Do only Green or Restricted Flying next turn."

51 CASTING NET

Tell Opponent: "If unmodified Score is 0 or more, ignore damage and turn to p.41 (see Special Rule) and do no Net manoeuvres until net has been retrieved."

53 BODY WOUND SCORE 5

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

55 WEAPON BROKEN

Tell Opponent: "Subtract 5 from all Scores except Kick and Pounce for the rest of the game."

57 EXTENDED RANGE BLOCKING

Tell Opponent: "Do only Extended Range next turn (except Restricted Flying)"

59 FLYING DOWNSWING

Tell Opponent: "Do only only Green or Restricted Flying (except Blue) next turn."

61 FLYING THRUST

Tell Opponent: "Do only Green or Restricted Flying (except Red) next turn."

63 WOUNDED IN FLIGHT

SCORE 3

(if this is the 3rd Wounded in Flight, turn to p.41)

Tell Opponent: "Do only Green or Restricted Flying (except Red or Orange) next turn."