

NAME	HEIGHT	BODY POINTS	ATTACKS
Goblin in Chainmail with Scimitar and Shield	3	9	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING					
	SMASH	24	50	+4	
SIDE SWING	STRONG	28	64	+3	
	HIGH	10	64	+1	
	LOW	2	58	+1	
THRUST	HIGH	32	54	0	
	LOW	14	60	0	
FAKE	HIGH	42	58	-1	
	LOW	12	64	-1	
	SIDE SWING	22	54	-1	
	THRUST	38	58	0	
PROTECTED ATTACK					
	SIDE SWING	48	56	0	
	THRUST	6	56	-1	
SPECIAL	KICK	34	56	+1	
	WILD SWING	40	58	+2	
	DISLODGE WEAPON	30	58	-4	
	RETRIEVE WEAPON	46	52	-6	
SHIELD BLOCK	HIGH	26	56	0	
	LOW	4	56	0	
JUMP	UP	18	52	-6	
	DODGE	8	52	-4	
	DUCK	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	CHARGE	50		+3	
	SWING HIGH	64		-6	
	SWING LOW	58		-6	
	THRUST HIGH	54		-5	
	THRUST LOW	60		-5	
	BLOCK & CLOSE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

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

	50	52	54	56	58	60	62	64
50	45	23	9	17	41	11	19	19
52	21	61	9	57	5	11	61	57
54	53	33	45	17	35	11	35	3
56	39	61	9	17	57	57	57	3
58	39	33	57	47	5	13	57	57
60	13	33	13	57	5	11	57	47
62	39	61	57	57	57	57	57	57
64	7	35	53	17	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 7
Tell Opponent: "Do only Green 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: "Do no Red or Orange next turn."
- 15 SWINGING DOWN
Tell Opponent: "No restrictions next turn."
- 17 BLOCKING HIGH SCORE -5
(if Shield smashed, turn to p. 7)
Tell Opponent: "Do no Blue next turn."
- 19 STRUCK OFF BALANCE SCORE 0
Tell Opponent: "Do only Green or Yellow next turn."
- 21 TURNED AROUND SCORE 0
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) until weapon has been retrieved."
- 29 DUCKING
Tell Opponent: "Do no Orange or Red 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."

33 DODGING

Tell Opponent: "Add +2 to any Side Swing that Scores next turn."

35 EXTENDED RANGE BODY WOUND SCORE 4

Tell Opponent: "Do only Brown next turn."

37 JUMPING UP

Tell Opponent: "Do no Blue next turn, but add +1 to any Orange or Red 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. Do no Orange next turn."

45 PARRYING HIGH SCORE -4

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND SCORE 3

Tell Opponent: "Do only Brown next turn."

49 PARRYING LOW SCORE -4

Tell Opponent: "No restrictions next turn.."

51 KICKED OFF BALANCE SCORE 0

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

53 BODY WOUND SCORE 4

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

55 SHIELD SMASHED SCORE -1

(if Shield already smashed, turn to p. 7)

Tell Opponent: "Do no Blocks or Protected Attacks for the rest of the game."

57 EXTENDED RANGE BLOCKING & ATTACKING

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 BLOCKING LOW SCORE -5

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