

NAME	HEIGHT	BODY POINTS	MAGIC RESISTANCE	ATTACKS
Siren with Daggers	4	11	1	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING					
	SMASH	24	50	+1	
SIDE SWING	STRONG	28	64	+1	
	HIGH	10	64	0	
	LOW	2	58	0	
THRUST	HIGH	32	60	0	
	LOW	14	60	0	
FAKE	HIGH	42	58	0	
	LOW	12	64	0	
	SIDE SWING	22	60	-1	
	THRUST	38	58	0	
(DRAW &) THROW DAGGER	HIGH	36	54	+2	
	LOW	6	54	+2	
SPECIAL	TRIP	34	56	+1	
	WILD SWING	40	58	+1	
	SIREN SONG	30	52	S	
	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		-6	
	SWING LOW	58		-6	
	THRUST	60		-4	
	(DRAW AND) THROW	54		+2	
	BLOCK & CLOSE	56		0	
	DODGE	52		-5	
	JUMP BACK	62		-5	

While the Siren is singing, her opponent must lose one body point each turn, or surrender to her will and defend her for the rest of the combat. The Siren's song only affects humans. Start daggers – 3

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

	50	52	54	56	58	60	62	64
50	45	23	59	53	41	11	19	19
52	21	57	63	57	5	11	57	57
54	53	33	59	45	35	11	35	3
56	39	57	63	45	57	57	57	3
58	39	33	61	47	5	13	57	57
60	13	33	19	57	5	11	57	47
62	39	57	61	57	57	57	57	57
64	7	35	53	45	57	57	57	3

1 JUMPING AWAY

Tell Opponent: "Add +2 if you Score next turn."

3 SWINGING HIGH

Tell Opponent: "Do no Red next turn."

5 SWINGING LOW

Tell Opponent: "Do no Blue next turn."

7 DAZED

SCORE 8

Tell Opponent: "Do only Green or Yellow next turn. Do not Sing for 3 turns."

9 THRUSTING HIGH

Tell Opponent: "No restrictions next turn."

11 THRUSTING LOW

Tell Opponent: "No restrictions next turn."

13 LEG WOUND

SCORE 5

Tell Opponent: "Do no Orange next turn. Do not Sing for 2 turns."

15 SWINGING DOWN

Tell Opponent: "No restrictions next turn."

17 SIREN SONG

Tell Opponent: "No restrictions next turn. Begin Singing (see Special Rule)."

19 STRUCK OFF BALANCE

SCORE 0

Tell Opponent: "Do only Green, Yellow or Blue next turn. Stop Singing."

21 TURNED AROUND

SCORE 0

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

23 BEHIND YOU

Tell Opponent: "No restrictions next turn."

25 TRIPPING

Tell Opponent: "Do no Yellow next turn. If on a Score page, turn to p. 41 and retrieve a dagger from any in my shield."

27 WEAPON DISLODGED

Tell Opponent: "Do only Trip, Sing, Draw Dagger, Green or Yellow (except Wild Swing) until weapon has been retrieved."

29 DUCKING

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

31 ARM WOUND

SCORE 5

Tell Opponent: "Do no Orange next turn. Do not Sing for 2 turns."

33 DODGING

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

35 EXTENDED RANGE BODY WOUND SCORE 6

Tell Opponent: "Do only Brown next turn. Do not Sing for 3 turns."

37 JUMPING UP

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

39 CHARGING

Tell Opponent: "Do no Yellow next turn."

41 KNOCKED DOWN SCORE 1

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

43 RETRIEVING WEAPON

Tell Opponent: "May use weapon again. No restrictions next turn."

45 PARRYING HIGH SCORE -2

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND SCORE 5

Tell Opponent: "Do only Brown next turn. Do not Sing for 2 turns."

49 PARRYING LOW SCORE -2

Tell Opponent: "No restrictions next turn."

51 KICKED OFF BALANCE SCORE 1

Tell Opponent: "Do only Green, Yellow or Blue next turn. End Singing."

53 BODY WOUND SCORE 6

Tell Opponent: "Do no Red or Orange next turn. Do not Sing for 3 turns."

55 THROWING DAGGER LOW

Tell Opponent: "If unmodified Score is 1 or more, turn to p. 13; if less than 1, p. 19."

57 EXTENDED RANGE BLOCKING

Tell Opponent: "Do only Extended Range next turn."

59 THROWING DAGGER HIGH

Tell Opponent: "If unmodified Score is 1 or more, turn to p. 53; if less than 1, p. 19."

61 EXTENDED RANGE THROWING DAGGER

Tell Opponent: "Do only Extended Range next turn. If on a Score page, turn to p. 35."

63 DAGGER LODGED IN SHIELD if shieldless, turn to p. 55 (6) or p. 59 (36)

Tell Opponent: "No restrictions. Turn to p. 17."