

NAME	HEIGHT	BODY POINTS	ATTACKS
Kobold with Spears and Buckler	2	6	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING					
	SMASH	24	50	-2	
THRUST					
	HIGH	32	60	+1	
	LOW	14	60	+1	
LUNGE THRUST	HIGH	44	60	+2	
	LOW	22	60	+2	
SIDE SWING	HIGH	38	64	-2	
	LOW	42	58	-2	
SPECIAL					
	THROW SPEAR	6	54	+3	
	TRIP	34	56	0	
	WILD SWING	40	58	0	
	DISLODGE WEAPON	30	58	-4	
	RETRIEVE WEAPON	46	52	-6	
SHIELD BLOCK	HIGH	26	56	+1	
	LOW	4	56	+1	
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		+1	
	THROW SPEAR	54		+3	
	BLOCK & CLOSE	56		0	
	DODGE	52		-5	
	JUMP BACK	62		-5	

A new Spear may be drawn and readied after a successful dodge, if the Kobold has a hand free. The Kobold may drop its shield in order to hold two Spears at once. The Kobold begins with 3 Spears. If a spear lodges in opponent's shield, opponent must drop it and do no Blocks or Protected Attacks (the spear can then be retrieved with manoeuvre 46), or play with a cumulative -2 penalty on all modifiers.

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

	50	52	54	56	58	60	62	64
50	45	23	59	17	41	11	19	19
52	21	61	51	57	5	11	57	57
54	53	33	51	17	35	11	35	3
56	39	61	51	17	57	57	57	3
58	39	33	59	47	5	13	57	57
60	13	33	19	57	5	11	57	47
62	39	61	59	57	57	57	57	57
64	7	35	53	17	57	57	57	3

- 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 6
Tell Opponent: "Do only Green or Yellow next turn."
- 9 THRUSTING HIGH
Tell Opponent: "No restrictions next turn."
- 11 THRUSTING LOW
Tell Opponent: "Do no Orange next turn."
- 13 LEG WOUND SCORE 3
Tell Opponent: "Do no Red or Orange next turn."
- 15 LUNGING
Tell Opponent: "Do no Sideswings next turn. If on p. 57, turn instead to p. 19."
- 17 BLOCKING SCORE -2
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 TRIPPING
Tell Opponent: "Do no Yellow next turn. If on a Score page, turn to p. 41, and if you have a hand free, retrieve a Spear from any in my Shield."
- 27 WEAPON DISLODGED
Tell Opponent: "Do only Trip, Green or Yellow (except Wild Swing) until a weapon has been retrieved or readied."
- 29 DUCKING
Tell Opponent: "Do no Orange or Red next turn, but add +3 to any Blue that Scores."
- 31 ARM WOUND SCORE 2
Tell Opponent: "Do no Red or Orange next turn."

33 DODGING & READYING SPEAR

Tell Opponent: "No restrictions next turn. You may ready a Spear."

35 EXTENDED RANGE BODY WOUND

SCORE 4

Tell Opponent: "Do only Brown next turn."

37 JUMPING UP

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

39 CHARGING

Tell Opponent: "Do no Yellow next turn."

41 KNOCKED DOWN

SCORE 0

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

43 RETRIEVING WEAPON

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

45 PARRYING

SCORE -3

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND

SCORE 3

Tell Opponent: "Do only Brown next turn."

49 SWINGING DOWN

Tell Opponent: "Do no Blue next turn."

51 SPEAR LODGED IN SHIELD (if shieldless, turn to p. 59)

Tell Opponent: "Do no Spear manoeuvres until you retrieve or ready a Spear. Turn to p. 17."

53 BODY WOUND

SCORE 5

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

55 SHIELD BROKEN

SCORE 1

Tell Opponent: "Do no Shield Blocks for the rest of the game."

57 EXTENDED RANGE BLOCKING

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

59 THROWING SPEAR

Tell Opponent: "Do no Spear manoeuvres until you retrieve or ready a Spear. If *modified* Score is 1 or more, turn to p. 53, if less than 1, p. 19."

61 EXTENDED RANGE DODGING & READYING SPEAR

Tell Opponent: "You may ready a Spear. Add +1 to any Throw that Scores next turn."

63 SPEAR BROKEN (if no spear, turn to p. 1)

Tell Opponent: "Subtract 5 from all Scores with this Spear for the rest of the game. You may no longer throw this Spear."