

NAME	HEIGHT	BODY POINTS	ATTACKS
Dwarf in Chainmail with Hand Axe and Shield	3	14	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING	BASH	36	50	+4	
	SMASH	24	50	+3	
SIDE SWING	STRONG	28	64	+3	
	HIGH	10	64	+2	
	LOW	2	58	+2	
THRUST	HOOK SHIELD	32	54	-4	
	HOOK LEG	14	60	-5	
	PROD	22	60	-2	
FAKE					
	HIGH	42	58	0	
PROTECTED ATTACK	DOWN SWING	44	56	+2	
	SIDE SWING	48	56	+1	
	THRUST	6	56	-3	
SPECIAL	KICK	34	56	-1	
	WILD SWING	40	58	+3	
	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		+4	
	SWING HIGH	64		-3	
	SWING LOW	58		-3	
	PROD	54		-5	
	HOOK LEG	60		-7	
	BLOCK & CLOSE	56		0	
	DODGE	52		-5	
	JUMP BACK	62		-5	

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

	50	52	54	56	58	60	62	64
50	45	23	51	17	41	11	19	19
52	21	61	51	57	5	11	57	57
54	53	33	45	17	35	11	35	3
56	39	61	51	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	59	53	17	57	11	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 5
Tell Opponent: "Do only Green next turn."
- 9 HOOKING SHIELD
Tell Opponent: "Do no Blue next turn. If on p. 53, turn to p. 55."
- 11 HOOKING LEG
Tell Opponent: "Do no Orange next turn. If on p. 13 or p. 47, turn to p. 41."
- 13 LEG WOUND SCORE 4
Tell Opponent: "Do no Red or Orange next turn."
- 15 SWINGING DOWN
Tell Opponent: "Do no Blue next turn."
- 17 BLOCKING SCORE -3
Tell Opponent: "Do no Red or Orange 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, but add +1 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 +1 to any Down or Side Swing that Scores next turn."

- 35 EXTENDED RANGE BODY WOUND SCORE 3
Tell Opponent: "Do only Brown next turn."
- 37 JUMPING UP
Tell Opponent: "Do no Blue next turn."
- 39 CHARGING
Tell Opponent: "Do no Green or Yellow next turn."
- 41 KNOCKED DOWN SCORE 1
Tell Opponent: "Do only Green 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 4
Tell Opponent: "Do only Brown next turn."
- 49 PARRYING LOW SCORE -4
Tell Opponent: "No restrictions next turn."
- 51 PRODDING
Tell Opponent: "Do no Sideswings next turn."
- 53 BODY WOUND SCORE 3
Tell Opponent: "Do only Green or Yellow next turn."
- 55 SHIELD SMASHED SCORE 0
Tell Opponent: "Do no Blocks or Protected Attacks for the rest of the game."
- 57 EXTENDED RANGE BLOCKING
Tell Opponent: "Do only Extended Range next turn."
- 59 EXTENDED RANGE ARM WOUND SCORE 2
Tell Opponent: "Do only Brown next turn."
- 61 EXTENDED RANGE DODGING
Tell Opponent: "Add +1 to any Charge or Swing that Scores next turn."
- 63 WEAPON BROKEN (if weaponless, turn to p. 1)
Tell Opponent: "Do no Hooks and subtract 5 from all modifiers except Kick and Shield Blocks for the rest of the game."