

NAME	HEIGHT	BODY POINTS	ATTACKS
Dwarf in Chainmail with Sword	3	14	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING					
	SMASH	24	50	+3	
SIDE SWING	STRONG	28	64	+2	
	HIGH	10	64	+1	
	LOW	2	58	+1	
THRUST	HIGH	32	54	0	
	LOW	14	60	0	
FAKE	HIGH	42	58	0	
	LOW	12	64	0	
	SIDE SWING	22	54	-1	
	THRUST	38	58	0	
SPECIAL	KICK	34	56	-1	
	WILD SWING	40	58	+2	
	DISLODGE WEAPON	30	58	-4	
	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		+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			13	13	13	49	57	37	31	49	13		13	49	13	41		13	49	49		27	
4	5			33	3	19	11	63	37	29	11	15		3	15	9	25		3	5	19		43	
6	53			33	3	3	49	53	13	29	11	15		45	5	45	13		19	31	53		53	
8	5			33	3	3	21	57	37	29	21	15		3	3	9	19		3	5	5		43	
10	31			53	45	3	7	57	13	23	7	45		31	3	53	25		45	53	31		43	
12	31			31	53	45	11	57	13	29	11	45		31	3	45	25		45	53	49		29	
14	49			23	13	13	13	19	37	53	11	13		13	5	13	13		13	49	49		53	
16	51			61	51	51	11	63	61	61	11	19		21	51	9	41		51	21	51		43	
18	5			33	3	3	11	63	37	29	11	15		5	3	9	41		3	21	5		43	
20	5			33	21	3	11	63	37	29	11	15		21	3	9	25		3	5	5		43	
22	49			23	13	13	13	19	37	53	19	15		3	5	31	25		3	49	49		43	
24	53			33	45	45	11	1	53	7	11	7		5	3	45	53		45	21	5		41	
26	5			33	3	19	11	63	37	29	11	15		5	3	9	25		3	5	19		43	
28	7			53	3	53	11	23	37	23	11	53		19	31	9	25		27	41	5		29	
30	49			33	3	3	11	57	37	29	27	15		3	27	27	25		27	5	27		27	
32	53			33	3	45	53	19	13	29	53	45		53	3	31	25		45	31	53		43	
34	5			33	17	17	11	1	37	29	17	15		17	17	17	25		3	41	5		27	
36	5			33	3	3	11	1	7	7	11	15		7	27	9	7		3	7	5		7	
38	31			53	45	45	7	57	13	29	19	15		5	5	45	25		45	5	31		43	
40	5			33	3	41	49	23	23	53	13	23		3	5	9	25		3	5	49		43	
42	49			13	13	49	49	57	37	31	49	13		13	5	9	41		13	49	49		27	
44	5			33	45	3	53	57	7	53	53	15		31	53	45	13		45	31	5		27	
46	5			33	3	3	11	1	37	29	11	15		3	15	9	25		3	5	5		43	
48	5			19	45	45	49	57	19	29	49	19		19	19	9	25		45	19	49		19	

	50	52	54	56	58	60	62	64
50	45	23	9	53	41	11	19	19
52	21	61	9	57	5	11	63	51
54	53	33	45	45	35	11	35	3
56	39	61	9	45	51	55	63	3
58	39	33	55	47	4	13	57	51
60	13	33	13	57	4	11	57	47
62	39	61	55	57	51	55	63	51
64	7	59	53	45	51	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 6
Tell Opponent: "Do only Green next turn."
- 9 THRUSTING HIGH
Tell Opponent: "Do no Sideswings next turn."
- 11 THRUSTING LOW
Tell Opponent: "Do no Side Swings or Red next turn."
- 13 LEG WOUND SCORE 3
Tell Opponent: "Do no Red or Orange next turn."
- 15 SWINGING DOWN
Tell Opponent: "Do no Blue next turn."
- 17 KICKED OFF BALANCE SCORE 0
Tell Opponent: "Do only Green or Yellow 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 4
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
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	EXTENDED RANGE SWINGING	
Tell Opponent: "Do only Extended Range next turn."		
53	BODY WOUND	SCORE 4
Tell Opponent: "Do only Green or Yellow next turn."		
55	EXTENDED RANGE THRUSTING	
Tell Opponent: "Do only Extended Range next turn."		
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: "Do only Extended Range next turn."		
63	EXTENDED RANGE JUMPING AWAY	
Tell Opponent: "Do only Extended Range next turn."		