

NAME	HEIGHT	BODY POINTS	MAGIC POINTS	ATTACKS
Lizard Man Shaman with Spear	4	15	12*	1

MANOEUVRES		PG	X	MOD	+
MAGIC SPELL					
	MAJOR	36	54	S	
THRUST	LUNGE	44	60	+4	
	HIGH	32	60	+2	
	LOW	14	60	+2	
FAKE	HIGH	22	60	+1	
	LOW	6	60	+1	
SIDE SWING	HIGH	38	64	-2	
	LOW	42	58	-2	
DOWN SWING	SMASH	24	50	-2	
SPECIAL	BRANDISH SPEAR	26	56	S	
	KICK	34	56	0	
	WILD SWING	40	58	0	
	DISLODGE WEAPON	30	58	-4	
	RETRIEVE WEAPON	46	52	-6	
	TAIL WHIP	4	56	+3	
MAGIC	MINOR	48	54	S	
JUMP	UP	18	52	-6	
	DODGE	8	52	-4	
	DUCK	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	CHARGE	50		+5	
	SWING HIGH	64		-4	
	SWING LOW	58		-4	
	THRUST	60		+3	
	GREAT MAGIC	54		S	
	BLOCK & CLOSE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

A Lizard Man Shaman must choose two or more of Green, Grey, White and Red Magic. A Shaman may choose both Grey and White Magic. Magic Points may be divided unequally between the chosen magic types, though at least 1 point must be assigned to each chosen colour. The Shaman may choose one spell of a given colour for every 3 Magic Points in that colour.

Each time the Lizard Man Shaman receives an Adrenalin Bonus, he adds +1 to any Score made (except Scores inflicted using magic) until instructed by an opponent to end Adrenalin Bonus. This bonus is cumulative. When the bonus ends, all accumulated Adrenalin Bonuses disappear immediately.

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

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

1 JUMPING AWAY

Tell Opponent: "Restore 1 Magic Point. No restrictions 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 (except Magic) next turn. If you lost any Body Points, add Adrenalin Bonus to all your modifiers until further notice."

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 Blue next turn. If on p. 57, turn instead to p. 19."

17 CASTING MAGIC

Tell Opponent: "No restrictions next turn. If on a Score page, reveal Magic Card."

19 STRUCK OFF BALANCE

SCORE 0

Tell Opponent: "Do only Yellow or Green (except Magic and Tail Whip) next turn."

21 TURNED AROUND

SCORE 0

Tell Opponent: "Do only Yellow next turn. End Adrenalin Bonus."

23 BEHIND YOU

Tell Opponent: "No restrictions next turn."

25 KICKING

Tell Opponent: "Do no Blue, Yellow or Tail Whip next turn."

27 WEAPON DISLODGED

Tell Opponent: "Do only Kick, Tail Whip, Magic, Green or Yellow until weapon has been retrieved. End Adrenalin Bonus."

29 DUCKING

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

31 ARM WOUND

SCORE 2

Tell Opponent: "Do only Yellow or Green (except Magic) next turn."

33 DODGING

Tell Opponent: "Do no Magic or Thrusts next turn, but add +2 to any Tail Whip that Scores."

35 EXTENDED RANGE BODY WOUND SCORE 4

Tell Opponent: "Do only Brown or Charge next turn. If you lost any Body Points, add Adrenalin Bonus to all your modifiers until further notice."

37 JUMPING UP

Tell Opponent: "Do no Blue, but add +1 to any Orange 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. End Adrenalin Bonus."

43 RETRIEVING WEAPON

Tell Opponent: "May use weapon again. Do no Red, Orange or Magic next turn."

45 PARRYING SCORE -4

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND SCORE 3

Tell Opponent: "Do only Brown next turn."

49 BRANDISHING SPEAR

Tell Opponent: "All Lizard Men, including yourself, add Adrenalin Bonus to all modifiers until further notice. If on a Score page, ignore result."

51 EXTENDED RANGE JUMPING AWAY

Tell Opponent: "Restore 1 Magic Point. Do only Extended Range next turn."

53 BODY WOUND SCORE 4

Tell Opponent: "Do only Yellow or Green (except Magic) next turn. If you lost any Body Points, add Adrenalin Bonus to all your modifiers until further notice."

55 WEAPON BROKEN

Tell Opponent: "Subtract 5 from all Scores (except Kick and Tail Whip) for the rest of the game. You may no longer Brandish your Spear."

57 EXTENDED RANGE ATTACKING

Tell Opponent: "Do only Extended Range next turn. End Adrenalin Bonus."

59 SWINGING DOWN

Tell Opponent: "Do no Blue next turn."

61 EXTENDED RANGE CASTING MAGIC

Tell Opponent: "Do only Extended Range next turn. If on a Score page, reveal Magic Card."

63 TAIL WHIP

Tell Opponent: "Do no Thrusts next turn. If on a Score page, or you see me Dodging or Retrieving Weapon, go to p. 41."