

NAME	HEIGHT	BODY POINTS	ATTACKS
Wererat with Knife	3	10	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING					
	SMASH	24	50	+1	
SIDE SWING	STRONG	28	64	+1	
	HIGH	10	64	0	
	LOW	2	64	0	
THRUST	HIGH	32	60	-1	
	LOW	14	60	-1	
FAKE	HIGH	42	64	0	
	LOW	12	64	0	
RAT SPECIAL	CLAW	38	58	-1	
	SLASH	44	58	+1	
	BITE THROAT	36	54	-2	
	BITE	22	54	+1	
	SPRINGING LEAP	6	54	+2	
	KICK	34	56	+2	
SPECIAL	WILD SWING	40	64	+1	
	DISLODGE WEAPON	30	64	-4	
	RETRIEVE WEAPON	46	52	-6	
	SLIP BEHIND	26	52	-3	
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	64		-6	
	CLAW	58		-5	
	BITE	54		-5	
	THRUST	60		-5	
	BLOCK & CLOSE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

The Wererat will automatically regenerate 1 Body Point at the end of any turn in which it does not lose Body Points, except that damage inflicted by silver or magical weapons cannot be regenerated. An opponent who defeats a Wererat gains Experience Points equal to the total amount of damage they inflicted during the game, or 30 points, whichever is less. A human opponent who has lost Body Points to a Wererat bite and is subsequently reduced to exactly -4 Body Points will themselves become a Wererat (those reduced to -3 or better are unaffected, while those at -5 or worse are simply killed).

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

	50	52	54	56	58	60	62	64
50	45	23	19	53	41	11	19	19
52	21	61	55	57	59	11	57	57
54	53	33	55	45	35	11	35	3
56	39	61	55	45	57	57	57	3
58	39	17	57	47	59	13	57	57
60	13	33	13	57	57	11	57	47
62	39	61	57	57	57	57	57	57
64	7	35	7	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 7

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 Red next turn."

13 LEG WOUND

SCORE 4

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

15 SWINGING DOWN

Tell Opponent: "No restrictions next turn."

17 TAIL WOUND

SCORE 3

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

Tell Opponent: "Do only Yellow next turn."

23 BEHIND YOU

Tell Opponent: "No restrictions next turn. If you tried to Slip Behind, turn to p. 21 and add +1 if you Score next turn."

25 KICKING

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

27 WEAPON DISLODGED

Tell Opponent: "Do only Jumps or Rat Special until your weapon has been retrieved."

29 DUCKING

Tell Opponent: "Do no Red or Orange, but add +3 to any Blue that Scores next turn."

31 ARM WOUND

SCORE 5

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 5
Tell Opponent: "Do only Brown next turn."
- 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 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 HIGH SCORE -2
Tell Opponent: "No restrictions next turn."
- 47 EXTENDED RANGE LEG WOUND SCORE 4
Tell Opponent: "Do only Brown next turn."
- 49 PARRYING LOW SCORE -2
Tell Opponent: "No restrictions next turn."
- 51 KICKED OFF BALANCE SCORE 0
Tell Opponent: "Do only Green or Yellow next turn."
- 53 BODY WOUND SCORE 5
Tell Opponent: "Do only Green or Yellow next turn."
- 55 BITING
Tell Opponent: "Do no Blue next turn. If you have broken my weapon, ignore result and turn to p. 31; if you have broken my shield, ignore result and turn instead to p. 7."
- 57 EXTENDED RANGE ATTACKING
Tell Opponent: "Do only Extended Range next turn."
- 59 CLAWING
Tell Opponent: "No restrictions next turn."
- 61 EXTENDED RANGE DODGING
Tell Opponent: "Do only Extended Range next turn."
- 63 SPRINGING LEAP
Tell Opponent: "Do no Green or Yellow next turn. If on a Score page, turn to p. 19 and add +1 to any Rat Special that Scores next turn."