

NAME	HEIGHT	BODY POINTS	MAGIC RESISTANCE	ATTACKS
Gremlin with Dagger	2	5	4	1

MANOEUVRES		PG	X	MOD	+
SPECIAL	BITE	6	58	0	
	SCRATCH	44	58	0	
DOWN SWG	STAB	24	50	+1	
SIDE SWING	HIGH	10	64	-1	
	LOW	2	64	-1	
THRUST	HIGH	32	54	-1	
	LOW	14	60	-1	
FAKE	HIGH	42	64	-2	
	LOW	12	64	-2	
MISCHIEF	POINT BEHIND	22	56	S	
	TAUNT	38	56	S	
	STEAL ITEM	48	56	S	
	DISLODGE WEAPON	30	56	S	
	BREAK WEAPON	36	56	S	
	UNDO ARMOUR	28	56	S	
SPECIAL	WILD SWING	40	64	+1	
	TRIP	34	56	0	
	RETRIEVE WEAPON	46	52	-6	
JUMP	VANISH	26	52	-6	
	UP	18	52	-6	
	DODGE	8	52	-4	
	DUCK	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	CHARGE	50		0	
	SWING	64		-6	
	BITE AND SCRATCH	58		-5	
	THRUST HIGH	54		-6	
	THRUST LOW	60		-6	
	BLOCK & CLOSE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

No one fighting a Gremlin may use Luck Points. Instead, the Gremlin has Luck Points equal to the usual total of its opponent(s). The Gremlin possesses inherent semi-magical abilities. Point Behind: the Gremlin points over the shoulder of its opponent with a expression of horror on its face - opponents have to turn to look, just to be sure. Taunt: the Gremlin gibbers and capers, enraging its opponent. Steal Item: an unused secondary dagger or a magical amulet mysteriously leaves an opponent's possession – after the combat, they will find it on the body of the Gremlin or discarded nearby. Break Weapon: an opponent's weapon or shield falls apart for no apparent reason. Dislodge Weapon: an opponent's primary weapon slips from their grasp (does not require the Gremlin to be armed).

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

	50	52	54	56	58	60	62	64
50	45	21	15	53	41	15	19	19
52	23	57	15	57	59	15	57	57
54	53	33	45	45	57	15	35	9
56	39	57	15	45	57	57	57	9
58	13	13	47	57	59	15	57	57
60	13	33	13	47	59	15	57	47
62	39	57	57	57	57	57	57	57
64	39	57	15	45	35	35	57	31

1 JUMPING AWAY

Tell Opponent: "Add +2 if you Score next turn."

3 SWINGING LOW

Tell Opponent: "Do no Blue next turn."

5 STABBING

Tell Opponent: "Do no Blue next turn."

7 DAZED

SCORE 6

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

9 SWINGING HIGH

Tell Opponent: "Do no Red next turn."

11 POINTING BEHIND YOU

Tell Opponent: "I fell for it. Turn to p. 21. Do not Point Behind or Taunt next turn."

13 LEG WOUND

SCORE 4

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

15 THRUSTING

Tell Opponent: "No restrictions next turn."

17 STEALING ITEM

Tell Opponent: "If on a Score page, an item of your choice is no longer to be found on my person. No restrictions next turn."

19 STRUCK OFF BALANCE

SCORE 0

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

21 TURNED AROUND

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

23 BEHIND YOU

Tell Opponent: "Do not Point Behind or Taunt next turn."

25 TRIPPING

Tell Opponent: "Do no Yellow next turn, but if on a Score page, turn to p. 41."

27 WEAPON DISLODGED

Tell Opponent: "Do only Special, Green or Yellow (except Wild Swing) or Mischief until weapon has been retrieved."

29 DUCKING

Tell Opponent: "Do no Red or Orange, but add +2 to any Blue that Scores next turn."

31 ARM WOUND

SCORE 4

Tell Opponent: "Do no Orange next turn."

33 DODGING

Tell Opponent: "No restrictions 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 +1 to any Red that Scores next turn."

39 CHARGING

Tell Opponent: "Do no Green or 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 -2

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND

SCORE 4

Tell Opponent: "Do only Brown next turn."

49 TAUNTING

Tell Opponent: "Do no Orange next turn, and if on a Score page, direct me to do only Orange or Yellow next turn."

51 BREAKING WEAPON

Tell Opponent: "No restrictions next turn. If on p. 7, you may choose to break either my shield or weapon, if possible. If on p. 27, break my weapon instead of dislodging it."

53 BODY WOUND

SCORE 5

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

55 DISLODGING WEAPON

Tell Opponent: "The weapon I just used has slipped from my fingers. Turn to p. 27. No restrictions next turn."

57 EXTENDED RANGE ATTACKING

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

59 BITING AND SCRATCHING

Tell Opponent: "Do no Blue next turn."

61 VANISHING

Tell Opponent: "You have momentarily disappeared from my sight. You may Escape, otherwise reappear at my p. 23 (turn to p. 21), p. 33 or p. 57."

63 LOOSENING ARMOUR

Tell Opponent: "If on p. 19 or p. 41, turn now to p. 53; if on p. 27, turn to p. 31. Instruct me to take +1 damage, cumulative (maximum bonus +2) to any Scores through armour on this Score page for the rest of the game."