

NAME	HEIGHT	BODY POINTS	ATTACKS
Satyr with Thyrsus and Pipes	3	8	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING	BASH	36	50	+3	
	SMASH	24	50	+2	
SIDE SWING	STRONG	28	64	+1	
	HIGH	10	64	0	
	LOW	2	58	0	
THRUST	HIGH	32	54	-2	
	LOW	14	60	-2	
FAKE	HIGH	42	58	-1	
	LOW	12	64	-1	
BLOCK & STRIKE	THRUST	22	60	-2	
	DOWN SWING	44	64	-1	
SPECIAL	BUTT	6	50	+1	
PLAY PIPES	CHARM	30	56	S	
	LULL	38	56	S	
	PANIC	48	56	S	
SPECIAL	WILD SWING	40	58	+1	
	KICK	34	56	-1	
	RETRIEVE WEAPON	46	52	-6	
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		+2	
	SWING HIGH	64		-2	
	SWING LOW	58		-2	
	THRUST HIGH	54		-2	
	THRUST LOW	60		-2	
	BLOCK & CLOSE	56		0	
	DODGE	52		-5	
	JUMP BACK	62		-5	

Special Rules

Panic (36) and Lull (38) affect only humans and near-humans. A Panicked opponent must do only Green or Yellow until he gets to Extended Range and must Escape if the opportunity arises. A Lulled opponent will allow the Satyr to Escape immediately – but the Satyr has won the combat and gains Experience Points equal to current damage inflicted. If the Satyr chooses to continue the combat, then the Lulled opponent will do only Jumps for 4 turns before recovering completely. Charm (30) affects only female humans or near-humans. A Charmed female will no longer resist the Satyr and will defend him if he is subsequently attacked.

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

	50	52	54	56	58	60	62	64
50	45	23	9	53	41	11	19	19
52	21	57	9	57	5	11	57	57
54	53	33	45	45	35	11	35	3
56	39	57	9	45	57	57	57	3
58	39	33	57	47	5	13	57	57
60	13	33	13	57	5	11	57	47
62	39	57	57	57	57	57	57	57
64	7	35	53	45	57	57	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 Jumps next turn."

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 Orange next turn."

15 SWINGING DOWN

Tell Opponent: "Do no Blue next turn."

17 LULLING WITH PIPE PLAYING

Tell Opponent: "If on a Score page, you have Lulled me. I will allow you to Escape immediately as the victor, or will otherwise do only Jumps for the next 4 turns."

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 Yellow next turn. If on an 'Off Balance' page or p.41, turn instead to p.13."

27 WEAPON DISLODGED

Tell Opponent: "Do only Jumps, Butt, Kick or Play Pipes 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 4

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

33 DODGING

Tell Opponent: "Add +2 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. Do no Orange next turn."

45 PARRYING

SCORE -3

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND

SCORE 3

Tell Opponent: "Do only Brown next turn."

49 CHARMING WITH PIPE PLAYING

Tell Opponent: "You have charmed me. I will no longer resist you. If you are still under attack, I will defend you for the rest of the combat."

51 PIPES DISLODGED

Tell Opponent: "Do not Play Pipes until they have been retrieved. No restrictions next turn."

53 BODY WOUND

SCORE 5

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

55 WEAPON BROKEN

Tell Opponent: "Subtract 2, cumulative, from all Scores except Butt and Kick for the rest of the game."

57 EXTENDED RANGE BLOCKING

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

59 BLOCKING

SCORE -4

Tell Opponent: "Do no Orange next turn. If I am Pushed Off Balance, turn to p.19."

61 BUTTING

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

63 PANICKING WITH PIPE PLAYING

Tell Opponent: "If you are on a Score page, until I get to Extended Range, I will do only Green or Yellow and will Escape whenever possible."