

NAME	HEIGHT	BODY POINTS	ATTACKS
Dwarven Berserker with Warhammer	3	15	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING	BASH	36	50	+5	
	SMASH	24	50	+4	
SIDE SWING	STRONG	28	64	+3	
	HIGH	10	64	+1	
	LOW	2	58	+1	
THRUST	HIGH	32	60	-1	
	LOW	14	60	-1	
FAKE	HIGH	42	58	0	
RESTRICTED BERSERKING	CHARGE	(44)	50	+2	
	HEAD-BUTT	(22)	56	-3	
	THROW HAMMER	(6)	54	+2	
SPECIAL	KICK	34	56	-1	
	WILD SWING	40	58	+3	
	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		+5	
	SWING HIGH	64		-1	
	SWING LOW	58		-1	
	THRUST	60		-2	
	BERSERK THROW HAMMER	(54)		+5	
	BLOCK & CLOSE	56		0	
	DODGE	52		-4	
	JUMP BACK	62		-4	

Berserk Rules: The Dwarven Berserker may go Berserk when wounded or when he wounds an opponent. While Berserk, the Dwarven Berserker may perform Restricted Berserking manoeuvres, gains a +1 bonus on all other modifiers, and takes 2 points less damage from any Score. He may not choose to Escape while Berserk. Head-Butt can be used against any opponent, but is especially effective against opponents 2 Height units taller.

	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		63	13	13		45	57	37	31	17	13		13	45	13	41	13		45	45	39	27	
4	5		49	33	3		11	57	37	19	19	15		3	15	9	25	15		5	19	39	43	
6	53		49	33	3		45	53	13	29	17	31		31	5	45	13	53		31	19	45	53	
8	5		49	33	3		21	57	37	29	21	15		3	3	9	19	15		5	5	39	43	
10	31		31	53	45		13	57	13	23	7	45		31	3	53	25	31		53	31	45	43	
12	31		31	31	53		11	57	13	29	17	45		31	3	45	25	31		53	45	39	29	
14	45		63	23	13		13	19	37	53	17	13		13	5	13	13	13		45	45	13	53	
16	51		49	61	51		11	57	61	61	17	19		21	57	9	41	41		21	51	57	43	
18	5		63	33	3		11	57	37	29	17	15		3	3	9	41	15		21	5	39	43	
20	5		49	33	21		11	57	37	29	17	15		21	3	9	25	15		5	5	39	43	
22	45		13	23	13		13	19	37	53	19	15		3	5	31	25	13		45	45	53	43	
24	53		63	33	45		11	1	53	7	17	7		53	3	45	53	15		21	5	7	41	
26	5		49	33	3		11	57	19	29	19	15		3	3	9	25	15		5	19	39	43	
28	7		63	53	3		11	23	37	23	17	53		19	31	9	25	31		41	5	39	29	
30	45		63	33	3		11	57	37	29	17	15		3	27	27	25	15		5	27	39	27	
32	53		63	33	3		53	19	13	29	53	45		53	3	31	25	53		31	53	45	43	
34	5		63	33	19		11	1	37	29	41	15		19	19	19	25	41		41	5	19	27	
36	5		63	33	3		11	1	7	7	17	15		7	27	9	7	41		7	5	7	7	
38	31		63	53	45		7	57	13	29	17	45		3	5	45	25	31		5	31	45	43	
40	45		63	33	3		45	23	23	53	41	23		3	5	9	25	41		5	45	41	43	
42	45		63	13	13		45	57	37	31	17	13		13	5	9	41	13		45	45	13	27	
44	5		49	33	45		53	57	7	53	7	31		31	53	45	13	53		31	5	45	27	
46	5		63	33	3		11	1	37	29	17	15		3	15	9	25	15		5	5	39	43	
48	5		49	19	45		45	57	19	29	19	31		31	19	9	25	31		19	45	45	19	

	50	52	54	56	58	60	62	64
50	45	23	63	45	41	11	19	19
52	21	61	63	57	5	11	57	51
54	53	33	63	45	35	11	35	3
56	39	61	63	45	51	57	57	3
58	39	33	55	47	5	13	57	51
60	13	33	19	57	5	11	57	47
62	39	61	55	57	51	57	57	51
64	7	59	53	45	51	57	57	3

1 JUMPING AWAY

Tell Opponent: "End Berserking, but 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 5

Tell Opponent: "Do only Jumps next turn. If losing Body Points, go Berserk. If already Berserk, do only Green or Yellow next turn."

9 THRUSTING HIGH

Tell Opponent: "Do no Sideswings next turn."

11 THRUSTING LOW

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

13 LEG WOUND

SCORE 4

Tell Opponent: "Do no Red or Orange next turn. If losing Body Points, go Berserk. If already Berserk, do no Orange next turn."

15 SWINGING DOWN

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

17 HEAD-BUTTING

Tell Opponent: "Do no Orange next turn. If I am your Height or less and you are on a Score page of 0 or more, turn to p. 7. If I am a male humanoid two Height units taller than you and you are on a Score page of 0 or more, turn to p. 41 and instruct me to drop my weapon."

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. End Berserking."

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: "Go Berserk. Do only Headbutt, 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 3
Tell Opponent: "Do no Red or Orange next turn. If losing Body Points, go Berserk. If already Berserk, do no 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 4
Tell Opponent: "Do only Brown next turn. If losing Body Points, go Berserk. If already Berserk, do only Extended Range except Charge next turn."

37 JUMPING UP
Tell Opponent: "Do no Blue next turn."

39 CHARGING
Tell Opponent: "Do no Green or Yellow next turn, but add +1 to any Down Swing that Scores next turn."

41 KNOCKED DOWN SCORE 0
Tell Opponent: "Do only Jumps next turn."

43 RETRIEVING WEAPON
Tell Opponent: "May use weapon again. Do no Orange next turn. End Berserking."

45 PARRYING SCORE -5
Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND SCORE 4
Tell Opponent: "Do only Brown next turn. If losing Body Points, go Berserk. If already Berserk, do only Extended Range except Charge next turn."

49 THROWING HAMMER INTO SHIELD (if shieldless, turn to p. 63)
Tell Opponent: "Turn to p. 55. Do only Head-Butt, Kick, Retrieve Weapon or Jumps until weapon has been retrieved."

51 EXTENDED RANGE SWINGING
Tell Opponent: "Do only Brown or Black next turn."

53 BODY WOUND SCORE 4
Tell Opponent: "Do only Green or Yellow next turn. If losing Body Points, go Berserk. If already Berserk, do no Orange next turn."

55 EXTENDED RANGE THROWING HAMMER
Tell Opponent: "Do only Brown (except Block and Close) next turn. Do only Head-Butt, Kick, Retrieve Weapon or Jumps until weapon has been retrieved. If on a Score page, turn to p. 35."

57 EXTENDED RANGE ATTACKING
Tell Opponent: "Do only Extended Range next turn."

59 EXTENDED RANGE ARM WOUND

SCORE 3

Tell Opponent: "Do only Brown next turn. If losing Body Points, go Berserk. If already Berserk, do only Extended Range except Berserk Throw next turn."

61 EXTENDED RANGE DODGING

Tell Opponent: "Do only Extended Range next turn, but add +2 to any Charge or Swing that Scores next turn."

63 THROWING HAMMER

Tell Opponent: "Do only Head-Butt, Kick, Retrieve Weapon or Jumps until weapon has been retrieved. If *modified* Score is 0 or more, then go to p. 53, if less than 0, p. 19."