

NAME	HEIGHT	BODY POINTS	ATTACKS
Dwarf in Chainmail with Throwing Axes	3	14	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING					
	SMASH	24	50	+2	
SIDE SWING	STRONG	28	64	+1	
	HIGH	10	64	0	
	LOW	2	58	0	
THRUST	HOOK SHIELD	32	64	-2	
	HOOK LEG	14	58	-4	
FAKE	HIGH	42	58	-1	
	LOW	12	64	-1	
THROW AXE	HIGH	6	54	+3	
	LOW	22	60	+3	
SPECIAL	KICK	34	56	-1	
	WILD SWING	40	58	+2	
	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		+3	
	SWING HIGH	64		-5	
	SWING LOW	58		-5	
	THROW HIGH	54		+4	
	THROW LOW	60		+4	
	BLOCK & CLOSE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

Start Axes: 4. The Dwarf may carry an Axe in each hand. An Axe cannot be thrown immediately after parrying with it. A new Axe may be drawn after a successful Dodge. If one of the Dwarf's Axes lodges in an opponent's shield, the opponent must drop it (the Axe can then be retrieved with manoeuvre 46), or fight with a cumulative -1 penalty on all modifiers (the Axe can be retrieved from p. 41).

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

	50	52	54	56	58	60	62	64
50	45	23	51	53	41	59	19	19
52	21	61	63	57	5	63	57	57
54	53	33	51	45	35	59	35	3
56	39	61	63	45	57	63	57	3
58	39	33	17	47	5	13	57	57
60	13	33	19	57	5	59	57	47
62	39	61	17	57	57	59	57	55
64	7	35	53	45	57	17	57	3

1 JUMPING AWAY

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

3 SWINGING HIGH

Tell Opponent: "Do no Throws, Thrusts or Red next turn."

5 SWINGING LOW

Tell Opponent: "Do no Throws, Thrusts or Blue next turn."

7 DAZED

SCORE 6

Tell Opponent: "Do only Jumps next turn."

9 HOOKING SHIELD

Tell Opponent: "Do no Blue next turn. If on p. 53 and I have a shield, turn to p. 55."

11 HOOKING LEG

Tell Opponent: "Do no Orange next turn. If on p. 13 or p. 47, turn to p. 41."

13 LEG WOUND

SCORE 3

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

15 SWINGING DOWN

Tell Opponent: "Do no Blue next turn."

17 EXTENDED RANGE THROWING AXE

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

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. You may ready another Axe."

25 KICKING

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

27 WEAPON DISLODGED

Tell Opponent: "If unarmed, do only 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."

33 DODGING

Tell Opponent: "Add +1 to any Down or Side Swing that Scores next turn. You may ready another Axe."

35 EXTENDED RANGE BODY WOUND

SCORE 5

Tell Opponent: "Do only Brown next turn."

37 JUMPING UP

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

45 PARRYING HIGH

SCORE -4

Tell Opponent: "No restrictions next turn. If you have an Axe in each hand, add +1 if you Score next turn."

47 EXTENDED RANGE LEG WOUND

SCORE

Tell Opponent: "Do only Brown next turn."

49 PARRYING LOW

SCORE -4

Tell Opponent: "No restrictions next turn. If you have an Axe in each hand, add +1 if you Score next turn."

51 THROWING AXE HIGH

Tell Opponent: "If *modified* Score is 1 or more, then go to p. 53, if less than 1, p. 19. Do no Orange next turn. If unarmed, do only Kick, Green or Yellow (except Wild Swing) until weapon has been drawn or retrieved."

53 BODY WOUND

SCORE 5

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

55 WEAPON BROKEN (if weaponless, turn to p. 1)

Tell Opponent: "This Axe has been broken. Do no Throws and subtract 5 from all Scores with this weapon for the rest of the game."

57 EXTENDED RANGE BLOCKING

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

59 THROWING AXE LOW

Tell Opponent: "If *modified* Score is 1 or more, then go to p. 13, if less than 1, p. 19. If on p. 23, turn to p. 33. Do no Orange next turn. If unarmed, do only Kick, Green or Yellow (except Wild Swing) until weapon has been drawn or retrieved."

61 EXTENDED RANGE DODGING

Tell Opponent: "Do only Extended Range next turn. You may ready another Axe."

63 AXE LODGED IN SHIELD (if shieldless, turn to: 6, p. 51; 22, p. 59)

Tell Opponent: "You have thrown an Axe into my Shield. Turn to p. 17. Do no Orange next turn. If unarmed, do only Kick, Green or Yellow (except Wild Swing) until weapon has been drawn or retrieved."