

NAME	HEIGHT	BODY POINTS	MAGIC POINTS	ATTACKS
Goblin Shaman with Staff	3	7	15*	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	HIGH	32	60	-2	
	LOW	14	60	-2	
BLOCK & STRIKE	SWING	44	64	-1	
	THRUST	22	60	-1	
MAGIC SPELL	MAJOR	36	54	S	
SPECIAL	BRANDISH STAFF	26	56	S	
	KICK	34	56	+1	
	WILD SWING	40	58	+2	
	DISLODGE WEAPON	30	58	-4	
	RETRIEVE WEAPON	46	52	-6	
	BLOCK	4	56	0	
MAGIC	MINOR	48	54	S	
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		-3	
	SWING LOW	58		-3	
	THRUST	60		-2	
	GREAT MAGIC	54		S	
	BLOCK & CLOSE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

A Goblin Shaman must choose two or more of Green, Grey, White and Red Magic. A Shaman may choose both Grey and White Magic. Magic Points may be divided unequally between the chosen magic types, though at least 1 point must be assigned to each colour chosen. The Shaman may choose one spell of a given colour for every 3 Magic Points in that colour.

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

	50	52	54	56	58	60	62	64
50	45	23	17	59	41	11	19	19
52	21	61	17	57	5	11	55	57
54	53	33	17	45	35	11	35	3
56	39	61	17	45	57	57	55	3
58	39	33	17	47	5	13	57	57
60	13	33	13	57	5	11	57	47
62	39	57	17	57	57	57	55	57
64	7	35	53	45	57	57	57	3

1 JUMPING AWAY

Tell Opponent: "Restore 1 Magic Point. No restrictions 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 7

Tell Opponent: "Do only Green (except Magic) 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."

15 SWINGING DOWN

Tell Opponent: "Do no Blue next turn."

17 CASTING MAGIC

Tell Opponent: "No restrictions next turn, but if on a Score page, reveal Magic Card."

19 STRUCK OFF BALANCE

SCORE 0

Tell Opponent: "Do only Yellow or Green (except Magic) 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 Blue or Yellow next turn."

27 WEAPON DISLODGED

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

29 DUCKING

Tell Opponent: "Do no Orange next turn."

31 ARM WOUND

SCORE 3

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

33 DODGING

Tell Opponent: "Do no Magic next turn, but 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 Jumps next turn."

43 RETRIEVING WEAPON

Tell Opponent: "May use weapon again. Do no Orange or Magic next turn."

45 PARRYING

SCORE -4

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND

SCORE 4

Tell Opponent: "Do only Brown next turn."

49 BRANDISHING SKULL STAFF

Tell Opponent: "All Giant Goblins and Goblins, including yourself, add 2 temporary Body Points to your total for the next 5 turns only. If on a Score page, ignore result."

51 KICKED OFF BALANCE

SCORE 0

Tell Opponent: "Do only Yellow or Green (except Magic) next turn."

53 BODY WOUND

SCORE 5

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

55 EXTENDED RANGE JUMPING AWAY

Tell Opponent: "Restore 1 Magic Point. Do only Extended Range next turn."

57 EXTENDED RANGE BLOCKING

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

59 BLOCKING

SCORE -5

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

61 EXTENDED RANGE DODGING

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

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

Tell Opponent: "Subtract 2, cumulative, from all scores except Kick, for the rest of the game. You may no longer Brandish your Staff."