

NAME	HEIGHT	BODY POINTS	ATTACKS
Man in Chainmail with Flail	4	12	1/2*

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	-3	
	LOW	14	60	-3	
FAKE	HIGH	42	58	-2	
SPECIAL					
	KICK	34	56	0	
	WILD SWING	40	58	+3	
JUMP	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		+4	
	SWING HIGH	64		+3	
	SWING LOW	58		+3	
	THRUST HIGH	54		-2	
	THRUST LOW	60		-2	
	BLOCK & CLOSE	56		0	
	DODGE	52		-4	
	JUMP BACK	62		-4	

NB: Dislodge Weapon (30) works on p. 49 also – turn instead to p. 27.

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

	50	52	54	56	58	60	62	64
50	45	23	9	53	41	11	19	19
52	21	61	9	57	5	11	57	51
54	53	33	55	55	35	11	35	3
56	39	61	9	55	51	59	57	3
58	39	33	59	47	5	11	57	51
60	13	33	13	57	5	11	57	47
62	39	61	59	57	51	59	57	51
64	7	35	53	55	51	35	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. If on p. 13, turn to p. 41"

5 SWINGING LOW

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

7 DAZED

SCORE 5

Tell Opponent: "Do only Green 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 3

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

15 SWINGING DOWN

Tell Opponent: "Do no Blue next turn."

17 KICKED OFF BALANCE

SCORE 0

Tell Opponent: "Do only Green or Yellow 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."

25 KICKING

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

27 WEAPON DISLODGED

Tell Opponent: "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."

31 ARM WOUND

SCORE 2

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 4
Tell Opponent: "Do only Brown next turn."
- 37 JUMPING UP
Tell Opponent: "Do no Blue, but add +1 to any Orange that Scores next turn."
- 39 CHARGING
Tell Opponent: "Do no Green or 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."
- 45 PARRYING HIGH SCORE -4
Tell Opponent: "No restrictions next turn. If modified Score is 0 or more, then add +3 and turn to p. 27. If modified Score is -1 or more, then add +3."
- 47 EXTENDED RANGE LEG WOUND SCORE 3
Tell Opponent: "Do only Brown next turn."
- 49 PARRYING LOW SCORE -4
Tell Opponent: "No restrictions next turn. If modified Score is 0 or more, then add +3 and turn to p. 27. If modified Score is -1 or more, then add +3."
- 51 EXTENDED RANGE SWINGING
Tell Opponent: "Do only Brown or Black, except if on p. 47, go to p. 41."
- 53 BODY WOUND SCORE 4
Tell Opponent: "Do only Green or Yellow next turn."
- 55 PARRYING SCORE -4
Tell Opponent: "No restrictions. If modified score is -1 or more, then add +3."
- 57 EXTENDED RANGE BLOCKING
Tell Opponent: "Do only Extended Range next turn."
- 59 EXTENDED RANGE THRUSTING
Tell Opponent: "Do only Brown or White next turn."
- 61 EXTENDED RANGE DODGING
Tell Opponent: "Add +2 to any Charge or Swing that Scores next turn."
- 63 WEAPON BROKEN
Tell Opponent: "Subtract 5 from all modifiers except Kick for the rest of the game. Ignore all special instructions."