

NAME	HEIGHT	BODY POINTS	ATTACKS
Man with Spear and Morning Star	4	12	1

MANOEUVRES		PG	X	MOD		+
				SP	MS	
DOWN SWING	BASH	36	50		+3	
	SMASH	24	50		+2	
SIDE SWING	STRONG	28	64		+2	
	HIGH	10	64		+1	
	LOW	2	58		+1	
THRUST	HIGH	32	60	+1		
	LOW	14	60	+1		
FAKE	HIGH	42	58		-1	
	LOW	12	64		-1	
SPEAR SPECIAL	SWING	48	60	-2		
	THROW	6	54	+2		
	LUNGE THRUST	44	60	+2		
FEINT*	MORNING STAR	22	60	0		
	SPEAR	38	58		-1	
SPECIAL	TRIP	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		+4	+3	
	SWING HIGH	64			-4	
	SWING LOW	58			-4	
	THRUST	60		+2		
	THROW SPEAR	54		+4		
	BLOCK & CLOSE	56		0	0	
	DODGE	52		-6		
	JUMP BACK	62		-6		

*Notes: Feints may obviously only be performed if both weapons are in hand. Also, if using both weapons, Charge modifier is +5. If spear lodges in opponent's shield, opponent must drop it and do no Blocks or Protected Attacks, or play with a -3 penalty on all modifiers. 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	45		59	19	13	19	49	57	37	19	49	13		13	45	13	41	13	13	45	45	17	29	11
4	5		55	33	3	3	9	57	37	19	9	15		3	15	9	19	15	3	5	5	17	43	11
6	19		55	33	3	3	49	19	19	29	9	15		45	5	49	19	19	19	19	19	49	19	49
8	5		55	33	3	3	21	57	37	29	23	15		3	3	9	19	15	3	5	5	17	43	11
10	31		31	19	45	3	19	57	19	23	7	45		31	3	53	25	31	45	53	19	49	43	49
12	19		31	19	53	45	9	57	19	29	9	45		31	3	49	25	19	45	53	45	17	29	49
14	45		59	23	13	3	9	19	37	53	9	13		13	5	13	13	13	13	45	45	13	53	49
16	57		55	57	57	57	9	57	57	57	9	19		21	57	9	41	41	57	21	57	57	43	57
18	5		59	33	3	3	9	57	37	29	9	15		5	3	9	41	15	3	21	5	17	43	11
20	5		55	33	21	3	9	57	37	29	9	15		21	3	9	25	15	3	5	5	17	43	11
22	45		13	23	13	19	13	19	37	53	19	15		3	5	9	25	13	3	45	45	13	43	49
24	53		59	33	45	45	9	1	53	7	9	7		3	3	31	53	15	45	21	5	17	41	53
26	5		55	33	3	3	9	57	19	29	9	15		3	3	9	25	15	3	5	5	17	43	11
28	7		59	19	3	19	9	23	37	23	9	53		19	31	9	25	31	51	41	5	19	29	7
30	45		59	33	3	3	9	57	37	29	27	15		3	51	27	25	15	51	5	51	17	29	11
32	53		59	33	3	45	53	19	19	29	19	45		53	3	9	25	53	45	31	19	49	43	53
34	5		59	33	3	3	9	1	37	29	19	15		19	3	9	19	41	3	41	5	17	29	19
36	5		59	33	3	3	63	63	7	7	63	15		7	51	9	7	15	3	7	5	53	7	11
38	31		59	19	45	45	7	57	19	29	9	45		3	5	49	25	31	45	5	19	49	43	49
40	45		59	33	3	41	49	23	23	53	45	23		3	5	9	25	41	3	5	45	17	43	11
42	45		59	19	19	45	49	57	37	31	49	19		13	5	9	41	19	19	45	45	17	29	49
44	5		55	33	45	3	19	57	7	19	19	15		19	19	49	19	19	45	19	5	49	29	49
46	5		59	33	3	3	9	1	37	29	9	15		3	15	9	25	15	3	5	5	17	43	11
48	5		55	19	45	45	49	57	19	29	49	19		19	19	9	25	19	45	19	45	49	19	49

	50	52	54	56	58	60	62	64
50	49	23	59	53	41	9	19	19
52	21	57	55	57	5	9	57	57
54	53	33	59	49	35	9	35	3
56	39	57	55	49	57	57	57	3
58	39	33	61	47	5	13	57	57
60	13	33	19	57	5	9	57	47
62	39	57	61	57	57	57	57	57
64	7	35	53	49	57	57	57	3

1 JUMPING AWAY

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

3 SWNGING HIGH

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

5 SWINGING LOW

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

7 DAZED

SCORE 8

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

9 THRUSTING

Tell Opponent: "No restrictions next turn."

11 SWINGING SPEAR

Tell Opponent: "Do no Thrusts 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 LUNGING

Tell Opponent: "Do no Red or Blue 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 TRIPPING

Tell Opponent: "Do no Yellow next turn. If on a Score page, go to p. 41 and retrieve your Spear if it is lodged in my shield."

27 SPEAR DISLODGED

Tell Opponent: "Do no Spear manoeuvres until Spear has been retrieved."

29 DUCKING

Tell Opponent: "Do no Orange, but add +2 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 or Lunge 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 1
Tell Opponent: "Do only Jumps next turn."
- 43 RETRIEVING WEAPON
Tell Opponent: "You may use this (one) weapon again. No restrictions next turn."
- 45 PARRYING WITH MORNING STAR SCORE -2
Tell Opponent: "No restrictions next turn. If modified Score is -1 or more, add +3. If modified Score is 0 or more, then add +3 and turn to p. 27."
- 47 EXTENDED RANGE LEG WOUND SCORE 4
Tell Opponent: "Do only Brown next turn."
- 49 PARRYING WITH SPEAR SCORE -3
(if opponent using morning star, turn to p. 45)
Tell Opponent: "No restrictions next turn."
- 51 MORNING STAR DISLODGED
Tell Opponent: "Do no Morning Star manoeuvres until Morning Star has been retrieved."
- 53 BODY WOUND SCORE 5
Tell Opponent: "Do only Green or Yellow next turn."
- 55 SPEAR LODGED IN SHIELD (if shieldless, turn to p. 59)
Tell Opponent: "Do no Orange next turn, and no Spear manoeuvres until you retrieve your Spear. Turn to p. 17."
- 57 EXTENDED RANGE BLOCKING
Tell Opponent: "Do only Extended Range next turn."
- 59 THROWING SPEAR
Tell Opponent: "Do no Orange next turn. Do no Spear manoeuvres until you retrieve your Spear. If *modified* Score is 0 or more, turn to p. 53, if less turn to p. 19."
- 61 EXTENDED RANGE THROWING SPEAR
Tell Opponent: "Do no Spear manoeuvres until you retrieve your Spear. If on a Score page, turn to p. 35."
- 63 SPEAR BROKEN (if no spear, turn to p.1)
Tell Opponent: "Subtract 5 from all Spear manoeuvres that Score for the rest of the game. You may no longer throw your Spear."