

NAME	HEIGHT	BODY POINTS	ATTACKS
Man in Scale with Two Scimitars	4	12	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING					
	SMASH	24	50	+4	
SIDE SWING	STRONG	28	64	+3	
	HIGH	10	64	+1	
	LOW	2	58	+1	
THRUST	HIGH	32	54	-1	
	LOW	14	60	-1	
FAKE	HIGH	42	58	-1	
	LOW	12	64	-1	
PARRY AND STRIKE	SWING LOW	48	56	0	
	SWING HIGH	38	56	0	
	DOWN SWING	44	56	+1	
	THRUST LOW	22	56	-2	
	THRUST HIGH	6	56	-2	
SPECIAL	KICK	34	56	0	
	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		+3	
	SWING HIGH	64		-6	
	SWING LOW	58		-6	
	THRUST HIGH	54		-5	
	THRUST LOW	60		-5	
	PARRY, CLOSE & STRIKE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

*Charge modifier is +4 if both weapons are in hand. Parry and Strike manoeuvres may only be performed if you have a weapon in each hand.

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

	50	52	54	56	58	60	62	64
50	45	23	9	17	41	11	19	19
52	21	57	9	57	5	11	57	57
54	53	33	45	55	35	11	35	3
56	39	57	9	55	57	57	57	3
58	39	33	57	47	5	13	57	57
60	13	33	13	57	5	11	57	47
62	39	57	57	57	57	57	57	57
64	7	35	53	45	57	57	57	3

- 1 JUMPING AWAY
Tell Opponent: "Add +2 if you Score next turn."
- 3 SWINGING HIGH
Tell Opponent: "Do no Red next turn."
- 5 SWINGING LOW
Tell Opponent: "Do no Blue next turn."
- 7 DAZED SCORE 7
Tell Opponent: "Do only Jumps next turn."
- 9 THRUSTING HIGH
Tell Opponent: "No restrictions next turn."
- 11 THRUSTING LOW
Tell Opponent: "Do no 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 DOUBLE PARRY SCORE -5
Tell Opponent: "No restrictions 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) if you are unarmed. Otherwise, do no Parry and Strike manoeuvres."
- 29 DUCKING
Tell Opponent: "Do no Orange, but add +2 to any Blue that Scores next turn."
- 31 ARM WOUND SCORE 2
Tell Opponent: "Do no Orange or Parry and Strike next turn."
- 33 DODGING
Tell Opponent: "Add +2 to any Down or Side Swing that Scores next turn."

- 35 EXTENDED RANGE BODY WOUND SCORE 3
Tell Opponent: "Do only Brown (except Block and Strike) next turn."
- 37 JUMPING UP
Tell Opponent: "Do no Blue next turn."
- 39 CHARGING
Tell Opponent: "Do no Green or Yellow next turn."
- 41 KNOCKED DOWN SCORE 1
Tell Opponent: "Do only Green or Yellow next turn."
- 43 RETRIEVING WEAPON
Tell Opponent: "May use weapon again. No restrictions."
- 45 PARRYING HIGH SCORE -3
Tell Opponent: "No restrictions next turn. If you have both scimitars, add +1 if you Score next turn."
- 47 EXTENDED RANGE LEG WOUND SCORE 4
Tell Opponent: "Do only Brown (except Block and Strike) next turn."
- 49 DOUBLE BLADE ATTACK
Tell Opponent: "If on a Score page, wound me a second time, with a modifier of 0. No restrictions next turn."
- 51 THRUSTING LOW TO PARRY & STRIKE (SCORE -3)
Tell Opponent: "Do no Sideswings or Red next turn. If on a Parrying page, turn to p. 31 and strike me with Side Swing High (10)."
- 53 BODY WOUND SCORE 3
Tell Opponent: "Do no Red or Orange next turn."
- 55 THRUSTING HIGH TO PARRY & STRIKE (SCORE -3)
Tell Opponent: "Do no Sideswings next turn. If on a Parrying Page, turn to p. 13 and strike me with Sideswing Low (2)."
- 57 EXTENDED RANGE BLOCKING
Tell Opponent: "Do only Extended Range next turn."
- 59 SWINGING LOW TO PARRY & STRIKE (SCORE -3)
Tell Opponent: "Do no Thrusts or Blue next turn. If on a Parrying page, turn to p. 53 and strike me with Thrust High (32)."
- 61 SWINGING HIGH TO PARRY & STRIKE (SCORE -3)
Tell Opponent: "Do no Thrusts or Red next turn. If on a Parrying Page, turn to p. 13 and strike me with Thrust Low (14)."
- 63 SWINGING DOWN TO PARRY & STRIKE (SCORE -3)
Tell Opponent: "Do no Red or Blue next turn. If on a Parrying page, turn to p. 13 and strike me with Swing Low (2)."