

NAME	HEIGHT	BODY POINTS	ATTACKS
Man in Spiked Plate with Hand Axe and Spiked Buckler	4	12	1

MANOEUVRES		PG	X	MOD	+
SPECIAL	SHOULDER SLAM	36	50	0	
DOWN SWG	SMASH	24	50	+4	
SIDE SWING	STRONG	28	64	+3	
	HIGH	10	64	+2	
	LOW	2	58	+2	
THRUST	HOOK SHIELD	32	60	-4	
	HOOK LEG	14	60	-5	
PROTECTED ATTACK	DOWN SWING	44	56	+3	
	SIDE SWING	48	56	+1	
SPECIAL					
	WILD SWING	40	58	+3	
	DISLODGE WEAPON	30	58	-4	
SHIELD BLOCK	RETRIEVE WEAPON	46	52	-6	
	HIGH	26	56	+3	
	LOW	4	56	+3	
JUMP	UP	18	52	-6	
	DODGE	8	52	-4	
	DUCK	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	CHARGE	50		+6	
	SWING HIGH	64		-3	
	SWING LOW	58		-3	
	HOOK LEG	60		-7	
	BLOCK & CLOSE	56		+3	
	DODGE	52		-6	
	JUMP BACK	62		-6	

Whenever the Man in Spiked Plate is hit with anything other than a weapon or shield, opponent automatically loses 1 Body Point.

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

	50	52	54	56	58	60	62	64
50	45	23		17	41	11	19	19
52	21	57		57	5	11	57	57
54	53	33		17	35	11	35	3
56	39	57		17	57	59	57	3
58	39	33		47	5	13	57	57
60	13	33		57	5	11	57	47
62	39	57		57	57	59	57	57
64	63	35		17	57	59	57	3

1 JUMPING AWAY

Tell Opponent: "Add +1 if you Score 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 3

Tell Opponent: "Do only Green next turn."

9 HOOKING SHIELD

Tell Opponent: "Do no Blue next turn. If on p. 53, go to p. 55"

11 HOOKING LEG

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

13 LEG WOUND

SCORE 0

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

15 SWINGING DOWN

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

17 BLOCKING

SCORE -3

Tell Opponent: "Do no Blue next turn."

19 STRUCK OFF BALANCE

SCORE -1

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

21 TURNED AROUND

SCORE -1

Tell Opponent: "Do only Yellow next turn."

23 BEHIND YOU

Tell Opponent: "No restrictions next turn."

25 SLAMMING

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

27 WEAPON DISLODGED

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

29 DUCKING

Tell Opponent: "Do no Red or Orange."

31 ARM WOUND

SCORE 0

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

33 DODGING

Tell Opponent: "Do no Thrusts, but add +1 to any Down or Side Swing that Scores."

Tell Opponent: “Do only Brown next turn.”

Tell Opponent: “Do no Blue next turn.”

Tell Opponent: “Do no Green or Yellow next turn, but add +1 to any Down Swing or Shoulder Slam that Scores.”

Tell Opponent: “Do only Jumps next 2 turns, then only Green or Yellow the following turn (at Extended Range do only Brown), instead of any better restrictions.”

Tell Opponent: “May use weapon again. Do no Red or Orange.”

Tell Opponent: “No restrictions next turn.”

Tell Opponent: “Do only Brown next turn.”

Tell Opponent: “No restrictions next turn.”

Tell Opponent: “Do only Green, Yellow or Blue for the next 2 turns (at Extended Range, do only Brown).”

Tell Opponent: “Do only Jumps next turn.”

Tell Opponent: “Do no Blocks or Protected Attacks for the rest of the game. Do no Red or Orange next turn.”

Tell Opponent: “Do only Extended Range next turn.”

Tell Opponent: “Do only Brown or White next turn, except if on p. 47, go to p. 41 and do no Red or Orange.”

Tell Opponent: “Do no Thrusts and subtract 5 from all modifiers except Slam for the rest of the game.”

Tell Opponent: “Do only Green or Yellow next turn.”