

NAME	HEIGHT	BODY POINTS	ATTACKS
Berserker with double-bladed axe	4	12	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING	BASH	36	50	+5	
	SMASH	24	50	+4	
SIDE SWING	STRONG	28	64	+4	
	HIGH	10	64	+2	
	LOW	2	58	+2	
THRUST	HOOK SHIELD	32	60	-2	
	HOOK LEG	14	60	-2	
RESTRICTED BERSERKING					
	ROLL AND STRIKE	(22)	58	-1	
	CHARGE	(44)	50	+2	
	GRAB	(48)	56	+1	
	THROW AXE	(6)	54	+3	
SPECIAL	KICK	34	56	+1	
	WILD SWING	40	58	+3	
	DISLODGE WEAPON	30	58	-4	
	RETRIEVE WEAPON	46	52	-6	
BLADE BLOCK	HIGH	26	56	-2	
	LOW	4	56	-2	
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	
	BERSERK THROW AXE	(54)		+5	
	HOOK LEG	60		-6	
	BLOCK & CLOSE	56		0	
	DODGE	52		-5	
	JUMP BACK	62		-5	

Berserk Rules: The Berserker may go Berserk when wounded or when he wounds an opponent. While Berserk, the Berserker may perform Restricted Berserking manoeuvres, gains a +1 bonus on all other modifiers, and takes 2 points less damage from any Score. He may not choose to Escape while Berserk. If the Berserker's axe lodges in opponent's shield, the opponent must drop it (the axe can then be retrieved with manoeuvre 46), or play with a -3 penalty on all modifiers (axe can be retrieved from p.41).

	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	49	59	19	13		45	57	37	19	19	13	13	13	45	13	41	13		45		39	27	13
4	5	19	63	33	3		11	57	37	19	41	15	49	3	15	9	19	15		5		39	43	19
6	19	49	63	33	3		45	53	19	29	53	31	49	31	5	45	19	19		19		45	19	17
8	5	49	63	33	3		21	57	37	29	21	15	49	3	3	9	19	15		5		39	43	17
10	31	53	31	19	45		7	57	13	23	51	45	49	31	3	53	25	31		53		45	43	17
12	31	49	31	19	53		11	57	13	29	51	45	49	31	3	45	25	31		53		39	29	17
14	45	49	59	23	13		13	19	37	53	53	13	13	13	5	13	13	13		45		13	53	17
16	57	57	63	57	57		11	57	57	57	51	19	57	21	57	9	41	41		21		57	43	57
18	5	49	59	33	3		11	57	37	29	51	15	49	5	3	9	41	15		21		39	43	17
20	5	49	63	33	21		11	57	37	29	51	15	49	21	3	9	25	15		5		39	43	17
22	45	49	13	23	13		13	19	37	53	19	15	49	3	5	31	25	13		45		13	43	17
24	53	41	59	33	45		11	1	53	19	41	7	49	3	3	45	53	15		21		7	41	17
26	5	49	63	33	3		11	57	19	29	41	15	19	5	3	9	25	15		5		39	43	19
28	7	31	59	19	3		11	23	37	23	51	53	55	19	31	9	25	31		41		39	29	17
30	45	27	59	33	3		11	57	37	29	51	15	27	3	27	27	25	15		5		39	27	17
32	53	53	59	33	3		53	19	13	29	51	45	49	53	3	31	25	53		31		45	43	53
34	5	49	59	33	3		11	1	37	29	41	15	19	19	3	51	25	41		41		19	27	19
36	5	7	59	33	3		55	55	7	19	7	15	55	7	27	9	7	55		7		7	7	17
38	31	53	59	19	45		7	57	13	29	19	45	49	5	5	45	25	31		5		45	43	17
40	45	49	59	33	3		45	23	23	53	53	23	13	3	5	9	25	41		5		41	43	17
42	45	49	59	19	13		45	57	37	31	19	13	49	13	5	9	41	13		45		13	27	17
44	5	19	63	33	45		19	57	7	19	51	31	49	31	19	45	13	19		19		45	27	17
46	5	49	59	33	3		11	1	37	29	51	15	49	3	15	9	25	15		5		39	43	17
48	5	19	63	19	45		45	57	19	29	19	31	49	31	19	9	25	31		19		45	19	17

	50	52	54	56	58	60	62	64
50	45	23	59	19	41	11	19	19
52	21	57	63	57	5	11	57	57
54	53	33	59	45	35	11	35	3
56	39	57	63	45	57	57	57	3
58	39	33	61	47	5	13	57	57
60	13	33	19	57	5	11	57	47
62	39	57	61	57	57	57	57	57
64	7	35	53	45	57	11	57	3

1 JUMPING AWAY

Tell Opponent: "End Berserking, but add +2 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 8

Tell Opponent: "Do only Jumps next turn. If losing Body Points, go Berserk. If already Berserk, do only Green or Yellow next turn."

9 HOOKING SHIELD

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

11 HOOKING LEG

Tell Opponent: "Do no Orange next turn. If on p. 13 or p. 47, turn to p. 41."

13 LEG WOUND

SCORE 4

Tell Opponent: "Do no Red or Orange next turn. If losing Body Points, go Berserk. If already Berserk, do no Orange next turn."

15 SWINGING DOWN

Tell Opponent: "Do no Blue next turn."

17 GRABBING

Tell Opponent: "Do only Grab, Kick, Retrieve Weapon or Jumps until weapon has been retrieved. If on a Score page, go to p. 41."

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. End Berserking."

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: "Go Berserk. Do only Grab, Kick, Retrieve Weapon or Jumps until weapon has been retrieved."

29 DUCKING

Tell Opponent: "Do no Orange, but add +1 to any Blue that Scores next turn."

SCORE 4

Tell Opponent: “Do no Red or Orange next turn. If losing Body Points, go Berserk. If already Berserk, do no Orange next turn.”

33 DODGING

Tell Opponent: “Add +1 to any Down or Side Swing that Scores next turn.”

SCORE 6

Tell Opponent: “Do only Brown next turn. If losing Body Points, go Berserk. If already Berserk, do only Extended Range except Charge 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 Green or Yellow next turn. If you performed Berserk Charge (44) and are on a Score page, turn to p. 41.”

SCORE 1

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

43 RETRIEVING WEAPON

Tell Opponent: “May use weapon again. Do no Orange next turn. End Berserking.”

SCORE -4

Tell Opponent: “No restrictions next turn.”

SCORE 5

Tell Opponent: “Do only Brown next turn. If losing Body Points, go Berserk. If already Berserk, do only Extended Range except Charge next turn.”

SCORE -4

Tell Opponent: “Do no Orange next turn.”

51 ROLL AND STRIKE

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

SCORE 6

Tell Opponent: “Do only Green or Yellow next turn. If losing Body Points, go Berserk. If already Berserk, do no Orange next turn.”

55 WEAPON BROKEN

Tell Opponent: “Subtract 5 from all modifiers except Kick and Grab for the rest of the game. Do no Thrusts, Blade Block or Throw for the rest of the game. Go Berserk.”

57 EXTENDED RANGE BLOCKING

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

59 THROWING AXE

Tell Opponent: "Do only Grab, Kick, Retrieve Weapon or Jumps until weapon has been retrieved. If *modified* Score is 1 or more, then go to p. 53, if less than 1, p. 19."

61 EXTENDED RANGE THROWING AXE

Tell Opponent: "Do only Brown (except Block and Close) next turn. Do only Grab, Kick, Retrieve Weapon or Jumps until weapon has been retrieved. If on a Score page, turn to p. 35."

63 AXE LODGED IN SHIELD (if shieldless, turn to p. 59)

Tell Opponent: "Do only Grab, Kick, Retrieve Weapon or Jumps until weapon has been retrieved. Turn to p. 17. See Special Rule."