

NAME	HEIGHT	BODY POINTS	ATTACKS
Man in Heavy Plate with Halberd	4	12	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING	BASH	36	50	+3	
	SMASH	24	50	+2	
SIDE SWING	STRONG	28	64	+1	
	HIGH	10	64	-1	
	LOW	2	58	-1	
HOOK THRUST	HOOK SHIELD	32	60	-1	
	HOOK LEG	14	60	-2	
THRUST	DOWN THRUST	44	54	+1	
	LOW	22	54	0	
	HIGH	6	54	0	
SPECIAL					
	WILD SWING	40	58	+3	
	DISLODGE WEAPON	30	58	-4	
	RETRIEVE WEAPON	46	52	-6	
JUMP					
	DODGE	8	52	-4	
	DUCK	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	CHARGE	50		+5	
	SWING HIGH	64		+3	
	SWING LOW	58		+3	
	THRUST	54		+2	
	HOOK LEG	60		+1	
	BLOCK & CLOSE	56		0	
	DODGE	52		-5	
	JUMP BACK	62		-5	

	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	13		49	47		31	49	13		13	49	9		13		49		17	27	
4	5		25	33	3		11	57		19	37	15		3	15	9		15		5		17	43	
6	53		25	33	3		49	53		19	37	31		31	5	45		53		31		45	53	
8	5		25	33	3		21	57		29	21	51		3	3	9		51		5		17	43	
10	31		25	53	45		63	57		23	63	45		31	3	53		31		53		45	43	
12	31		25	31	53		11	57		29	37	45		31	3	45		31		53		17	29	
14	49		49	23	13		13	13		53	13	13		13	5	13		13		49		13	53	
16	57		25	61	57		11	57		61	37	19		21	57	9		41		21		57	43	
18	5		25	33	3		11	57		29	37	15		3	3	9		15		21		17	43	
20	5		25	33	21		11	57		29	37	15		21	3	9		15		5		17	43	
22	49		25	23	13		13	19		53	19	15		3	5	31		13		49		13	43	
24	53		25	33	45		11	1		7	37	7		3	3	45		15		21		17	41	
26	5		25	33	3		11	57		29	37	15		3	3	9		15		5		17	43	
28	63		45	19	3		11	23		23	37	53		19	31	9		31		41		19	29	
30	49		27	33	3		11	57		29	27	15		3	27	27		15		5		17	27	
32	53		45	33	3		53	53		29	53	45		53	3	9		53		31		45	43	
34	5		25	33	19		11	1		29	19	15		19	19	19		51		41		17	27	
36	5		55	33	3		55	55		7	37	15		63	27	9		55		63		55	7	
38	31		25	53	45		63	35		29	37	45		3	5	45		31		5		45	43	
40	49		31	33	3		49	23		53	13	23		3	5	9		41		5		17	43	
42	49		25	13	13		49	57		31	49	13		13	5	9		13		49		17	27	
44	5		45	33	45		53	57		53	19	31		31	53	45		19		31		45	27	
46	5		25	33	3		11	1		29	37	15		3	15	9		15		5		17	43	
48	5		45	31	45		49	57		29	49	31		31	31	9		19		19		45	53	

	50	52	54	56	58	60	62	64
50	45	23	25	53	41	11	19	19
52	21	61	25	57	5	11	57	57
54	53	33	45	45	35	11	35	3
56	39	61	25	45	57	59	57	3
58	39	33	57	47	5	13	57	57
60	13	33	13	57	5	11	57	47
62	39	61	57	57	57	59	57	57
64	63	35	53	45	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 Jumps 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 Jumps next turn."

15 SWINGING DOWN

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

17 DOWNTHRUSTING

Tell Opponent: "Do no Red or 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 THRUSTING HIGH

Tell Opponent: "Do no Sideswings next turn."

27 WEAPON DISLODGED

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

29 DUCKING

Tell Opponent: "Do no Red or Orange."

31 ARM WOUND

SCORE -1

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

33 DODGING

Tell Opponent: "Do no Thrusts next turn."

- 35 EXTENDED RANGE BODY WOUND SCORE 1
Tell Opponent: "Do only Brown next turn."
- 37 THRUSTING LOW
Tell Opponent: "Do no Sideswings or Red next turn."
- 39 CHARGING
Tell Opponent: "Do no Green or Yellow next turn."
- 41 KNOCKED DOWN SCORE 0
Tell Opponent: "Do only Jumps for 3 turns, instead of any better restrictions."
- 43 RETRIEVING WEAPON
Tell Opponent: "May use weapon again. Do no Red or Orange."
- 45 PARRYING HIGH SCORE -5
Tell Opponent: "No restrictions next turn."
- 47 EXTENDED RANGE LEG WOUND SCORE 0
Tell Opponent: "Do only Brown next turn."
- 49 PARRYING LOW SCORE -5
Tell Opponent: "No restrictions next turn."
- 51 FORCED TO KNEES SCORE -1
Tell Opponent: "Do only Green, Yellow or Blue for the next 2 turns (at Extended Range, do only Brown.)"
- 53 BODY WOUND SCORE 1
Tell Opponent: "Do only Green or Yellow next turn."
- 55 WEAPON BROKEN
Tell Opponent: "Do no Hook Thrusts and subtract 5 from all modifiers for the rest of the game."
- 57 EXTENDED RANGE BLOCKING
Tell Opponent: "Do only Extended Range next turn."
- 59 EXTENDED RANGE HOOKING LEG
Tell Opponent: "Do only Extended Range, except if on p. 47, go to p. 41 and do no Red or Orange."
- 61 EXTENDED RANGE DODGING
Tell Opponent: "Add +2 to any Charge or Swing that Scores."
- 63 PARTIALLY DAZED SCORE 1
Tell Opponent: "Do only Green or Yellow next turn."