

| NAME                            | HEIGHT | BODY POINTS | ATTACKS |
|---------------------------------|--------|-------------|---------|
| Man with Stone Axe and Blowpipe | 3      | 12          | 1       |

| MANOEUVRES     |                 | PG | X  | MOD | + |
|----------------|-----------------|----|----|-----|---|
| DOWN SWING     | BASH            | 36 | 50 | +3  |   |
|                | SMASH           | 24 | 50 | +2  |   |
| SIDE SWING     | STRONG          | 28 | 64 | +2  |   |
|                | HIGH            | 10 | 64 | 0   |   |
|                | LOW             | 2  | 58 | 0   |   |
| THRUST         | HIGH            | 32 | 54 | -2  |   |
|                | LOW             | 14 | 60 | -2  |   |
| FAKE           | HIGH            | 42 | 58 | -2  |   |
|                |                 |    |    |     |   |
| FIRE BLOW DART |                 |    |    |     |   |
|                |                 |    |    |     |   |
|                |                 |    |    |     |   |
|                |                 |    |    |     |   |
| SPECIAL        | LOW             | 22 | 60 | 0   |   |
|                | HIGH            | 6  | 60 | 0   |   |
|                | TRIP            | 34 | 56 | +1  |   |
|                | WILD SWING      | 40 | 58 | +1  |   |
|                | LOAD BLOWPIPE   | 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 |  | -3  |   |
|                | SWING LOW      | 58 |  | -3  |   |
|                | THRUST         | 54 |  | -4  |   |
|                | FIRE BLOW DART | 60 |  | 0   |   |
|                | BLOCK & CLOSE  | 56 |  | 0   |   |
|                | DODGE          | 52 |  | -6  |   |
|                | JUMP BACK      | 62 |  | -6  |   |

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

|    | 50 | 52 | 54 | 56 | 58 | 60 | 62 | 64 |
|----|----|----|----|----|----|----|----|----|
| 50 | 45 | 23 | 9  | 53 | 41 | 59 | 19 | 19 |
| 52 | 21 | 61 | 9  | 57 | 5  | 63 | 57 | 57 |
| 54 | 53 | 33 | 45 | 45 | 35 | 59 | 35 | 3  |
| 56 | 39 | 61 | 9  | 45 | 57 | 63 | 57 | 3  |
| 58 | 39 | 33 | 57 | 47 | 5  | 13 | 57 | 57 |
| 60 | 13 | 33 | 13 | 57 | 5  | 59 | 57 | 47 |
| 62 | 39 | 61 | 57 | 57 | 57 | 59 | 57 | 57 |
| 64 | 7  | 35 | 53 | 45 | 57 | 59 | 57 | 3  |

1 JUMPING AWAY

Tell Opponent: "Add +2 to any Axe attack that Scores 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 Green or Yellow next turn."

9 THRUSTING HIGH

Tell Opponent: "Do no Sideswings next turn."

11 THRUSTING LOW

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

13 LEG WOUND

SCORE 5

Tell Opponent: "Do no Orange next turn."

15 SWINGING DOWN

Tell Opponent: "Do no Blue next turn."

17 KICKED OFF BALANCE

SCORE 0

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

19 STRUCK OFF BALANCE

SCORE 1

Tell Opponent: "Do only Green, Yellow or Blue 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, turn to p. 41."

27 WEAPON DISLODGED

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

29 DUCKING

Tell Opponent: "Do no Orange next turn, but add +2 to any Blue that Scores next turn."

31 ARM WOUND

SCORE 5

Tell Opponent: "Do no Orange next turn."

33 DODGING

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

35 EXTENDED RANGE BODY WOUND

SCORE 6

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 Green or Yellow next turn, but add +1 to any Down Swing that Scores next turn."

41 KNOCKED DOWN

SCORE 0

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

43 RETRIEVING WEAPON

Tell Opponent: "May use weapon again. No restrictions next turn."

45 PARRYING

SCORE -4

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND

SCORE 5

Tell Opponent: "Do only Brown next turn."

49 BLOW PIPE DISLODGED

Tell Opponent: "Do not fire Darts at me until Blowpipe has been retrieved."

51 RELOADING BLOWPIPE

Tell Opponent: "No restrictions. You have loaded a Dart into your Blowpipe."

53 BODY WOUND

SCORE 6

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

55 WEAPON BROKEN

Tell Opponent: "Subtract 5 from all Scores except those from Trip and Darts for the rest of the game."

57 EXTENDED RANGE BLOCKING

Tell Opponent: "Do only Extended Range next turn."

59 FIRING DART

Tell Opponent: "No restrictions next turn. If modified Score is 4 or more, Score no Damage, but apply Special Rule for this dart."

61 EXTENDED RANGE DODGING

Tell Opponent: "Do only Extended Range next turn, but add +1 to any Charge or Swing that Scores next turn."

63 FIRING DART INTO SHIELD

Tell Opponent: "Ignore any Score. No restrictions next turn."

## Types of Dart

Poison darts have no effect on non-living opponents.

1      Poison

Tell Opponent: "Lose 1 Body Point per turn for the next 4 turns."

2      Poison

Tell Opponent: "Subtract 1, cumulative, from all modifiers for the rest of the game."  
(one dart required for every 15 Body Points of opponent)

3      Poison

Tell Opponent: "Do only Green or Yellow for the next 3 turns."

4      Poison

Tell Opponent: "Do no Orange for the rest of the game."  
(one dart required for every 15 Body Points of opponent)

5      Poison

Tell Opponent: "At the start of every turn after the next, throw one die for every dart of this type that has struck you. If any result is a 6, you have fallen asleep, and I have won."  
(one dart required for every 15 Body Points of opponent)

6      Poison

Tell Opponent: "You are seeing double. For the rest of the game, when you Score on me, toss a coin. Heads you hit, tails you miss."  
(one dart required for every 15 Body Points of opponent)

7      Poison

"For the rest of the game, when on a Score page other than Blocking, Parrying or similar, do only Jumps instead of better restrictions."  
(one dart required for every 15 Body Points of opponent)

### Giant Scorpion venom

Tell Opponent: "Do only Jumps for turns equal to the modified Score, and subtract 1, cumulative, from all modifiers for the rest of the game." (no effect on Undead)

Note: Must have had access to a defeated Giant Scorpion, which provides sufficient venom for 5 uses

### Manticore venom

Tell Opponent: "Lose 1 Body Point per turn for the rest of the game." (no effect on Undead)

Note: Must have had access to a defeated Manticore, which provides sufficient venom for 5 uses

Imp venom

Tell Opponent: "Do no Green for the rest of the game."

(If Opponent is poisoned a second time, tell Opponent: "Do no Orange for the rest of the game." If Opponent is poisoned a third time, tell Opponent: "Do no Red for the rest of the game.")

Note: Must have had access to a defeated Imp, which provides sufficient venom for 5 uses