

NAME	HEIGHT	BODY POINTS	ATTACKS
Barbarian Woman with Two-handed Axe	4	10	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	
THRUST	HOOK SHIELD	32	60	-2	
	HOOK LEG	14	60	-4	
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		+4	
	SWING HIGH	64		+3	
	SWING LOW	58		+3	
	THRUST LOW	60		0	
	BLOCK & CLOSE	56		0	
	DODGE	52		-4	
	JUMP BACK	62		-4	

	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			19	13		49	57	37	19		13	13	49		13	41	13	49			27		
4	5			33	3		11	57	37	29		15	3	15		9	25	15	5			43		
6	19			33	3		49	19	19	29		19	31	5		45	19	19	19			19		
8	5			33	3		23	57	37	29		15	3	3		9	19	15	5			43		
10	31			19	45		7	57	19	23		45	31	3		53	25	31	53			43		
12	19			19	19		11	57	19	29		45	19	3		45	25	19	53			29		
14	49			23	13		13	19	37	19		13	13	5		13	13	13	49			53		
16	5			33	57		11	57	61	61		19	21	57		9	41	41	21			43		
18	5			33	3		11	57	37	29		15	3	3		9	41	15	21			43		
20	5			33	21		11	57	37	29		15	21	3		9	25	15	5			43		
22	49			23	13		13	19	37	19		15	3	5		31	25	13	49			43		
24	53			33	45		11	1	19	19		7	19	5		45	53	15	21			41		
26	5			33	3		11	57	19	29		15	3	3		9	25	15	5			43		
28	7			19	3		11	23	37	23		53	19	31		9	25	31	41			29		
30	49			33	3		11	57	37	29		15	3	27		27	25	15	5			27		
32	52			33	3		53	19	19	29		45	53	3		31	25	53	31			43		
34	5			33	3		11	1	37	29		15	17	3		17	25	41	41			27		
36	5			33	3		63	63	7	19		15	7	27		9	7	63	7			7		
38	31			19	45		7	57	19	29		45	3	5		45	25	31	5			43		
40	49			33	3		49	23	23	19		23	3	5		9	25	41	5			43		
42	49			19	19		49	57	37	19		19	19	5		9	41	19	49			27		
44	5			33	45		19	57	19	19		19	19	19		45	19	19	19			27		
46	5			33	3		11	1	37	29		15	3	15		9	25	15	5			43		
48	5			19	45		49	57	19	29		19	19	19		9	25	19	19			19		

	50	52	54	56	58	60	62	64
50	45	23		53	41	11	19	19
52	21	61		57	5	11	57	51
54	53	33		45	35	11	35	3
56	39	61		45	51	55	57	3
58	39	33		47	5	13	57	51
60	13	33		57	5	11	57	47
62	39	61		57	51	55	57	51
64	7	59		45	51	55	57	3

1 JUMPING AWAY

Tell Opponent: "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 Green or Yellow 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 Orange next turn. If on p. 13, go to p. 41."

13 LEG WOUND

SCORE 5

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

15 SWINGING DOWN

Tell Opponent: "Do no Blue next turn."

17 KICKED OFF BALANCE

SCORE 0

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

29 DUCKING

Tell Opponent: "Do no Orange next turn."

31 ARM WOUND

SCORE 4

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

33 DODGING

Tell Opponent: "No restrictions next turn."

- 35 EXTENDED RANGE BODY WOUND SCORE 6
Tell Opponent: "Do only Brown 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 0
Tell Opponent: "Do only Jumps next turn."
- 43 RETRIEVING WEAPON
Tell Opponent: "May use weapon again. Do no Orange next turn."
- 45 PARRYING HIGH SCORE -4
Tell Opponent: "No restrictions next turn."
- 47 EXTENDED RANGE LEG WOUND
Tell Opponent: "Do only Brown next turn."
- 49 PARRYING LOW SCORE -4
Tell Opponent: "No restrictions next turn."
- 51 EXTENDED RANGE SWINGING
Tell Opponent: "Do only Brown or Black next turn."
- 53 BODY WOUND SCORE 6
Tell Opponent: "Do no Red or Orange next turn."
- 55 EXTENDED RANGE HOOKING LEG
Tell Opponent: "Do only Brown or White next turn, except if on p. 47, go to p. 41 and do no Extended Range next turn."
- 57 EXTENDED RANGE BLOCKING
Tell Opponent: "Do only Extended Range next turn."
- 59 EXTENDED RANGE ARM WOUND SCORE 4
Tell Opponent: "Do only Brown next turn."
- 61 EXTENDED RANGE DODGING
Tell Opponent: "Do only Extended Range next turn and add +2 to any Charge or Swing that Scores next turn."
- 63 WEAPON BROKEN
Tell Opponent: "Do no Thrusts and subtract 5 from all Scores (except Kick) for the rest of the game."