

NAME	HEIGHT	BODY POINTS	COMMAND POINTS	ATTACKS
Vampiress with Broadsword	4	15	10	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING	BASH	36	50	+4	
	SMASH	24	50	+3	
SIDE SWING	STRONG	28	64	+3	
	HIGH	10	64	+1	
	LOW	2	58	+1	
THRUST	HIGH	32	60	-1	
	LOW	14	60	-1	
FAKE	HIGH	42	58	0	
	LOW	12	64	0	
BLOCK & STRIKE	THRUST	22	60	-1	
	CHOP	44	64	0	
RESTRICTED SPECIAL					
	HYPNOTISE	(6)	54	S	
SPECIAL	COMMAND UNDEAD	34	56	S	
	WILD SWING	40	58	+3	
	DISLODGE WEAPON	30	58	-4	
	RETRIEVE WEAPON	46	52	-6	
	TRANSFORM TO MIST	26	62	S	
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		-2	
	SWING LOW	58		-2	
	THRUST	60		-2	
	FEAR	54		S	
	BLOCK & CLOSE	56		0	
	DODGE	52		-4	
	JUMP BACK	62		-4	

The Vampiress can only be destroyed by a blow to the head with an edged weapon or a body wound with a wooden weapon.

Experience Points for defeating the Vampiress are equal to the sum of her Body Points and Command Points.

Command (34) may only be used against undead opponents. To successfully command undead, spend 1 Command Point for every current Body plus Magic Point value of opponent(s). Starting Command Points are increased by 1 whenever starting Body Points are increased.

When the Vampiress performs manoeuvre 26, she loses her weapon and will need to retrieve it if combat continues.

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

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

1 JUMPING AWAY

Tell Opponent: "Add +3 if you Score next turn."

3 SWINGING HIGH

Tell Opponent: "Do no Red next turn."

5 SWINGING LOW

Tell Opponent: "Do no Blue next turn."

7 DAZED

SCORE 7

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

9 THRUSTING HIGH

Tell Opponent: "No restrictions next turn."

11 THRUSTING LOW

Tell Opponent: "Do no Red next turn."

13 LEG WOUND

SCORE 4

Tell Opponent: "Do no Orange next turn."

15 SWINGING DOWN

Tell Opponent: "Do no Blue next turn."

17 TRANSFORMING TO MIST

Tell Opponent: "Escape, or appear behind me (turn to p. 21) or at Extended Range (turn to p. 57), but leave behind your broadsword."

19 STRUCK OFF BALANCE

SCORE 0

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

21 TURNED AROUND

SCORE 0

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

23 BEHIND YOU

Tell Opponent: "No restrictions next turn (except do not attempt Hypnotise)."

25 COMMANDING UNDEAD

Tell Opponent: "If on a Score page, spend Command Points and turn to p. 41. I will now serve you for the rest of the game."

27 WEAPON DISLODGED

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

29 DUCKING

Tell Opponent: "Do no Orange, but add +3 to any Blue that Scores next turn."

31 ARM WOUND

SCORE 4

Tell Opponent: "Do no Orange next turn."

33 DODGING

Tell Opponent: "Add +3 to any Down or Side Swing that Scores next turn."

35 EXTENDED RANGE BODY WOUND

SCORE 5

Tell Opponent: "Do only Brown next turn."

37 JUMPING UP

Tell Opponent: "Do no Blue next turn, but add +3 to any Orange that Scores."

39 CHARGING

Tell Opponent: "Do no Yellow 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."

45 PARRYING HIGH

SCORE -5

Tell Opponent: "May attempt Restricted Hypnotise next turn."

47 EXTENDED RANGE LEG WOUND

SCORE 4

Tell Opponent: "Do Brown next turn."

49 PARRYING LOW

SCORE -5

Tell Opponent: "No restrictions next turn."

51 HYPNOTIC GAZE

Tell Opponent: "If on a Score page, reveal Hypnotic Power card - you may now attempt Hypnotise without restriction. Otherwise, may attempt Hypnotise next turn only."

53 BODY WOUND

SCORE 5

Tell Opponent: "Do no Orange next turn."

55 BLOCK AND STRIKE

Tell Opponent: "Do no Orange next turn."

57 EXTENDED RANGE BLOCKING

Tell Opponent: "Restore 1 Body Point. Do only Extended Range next turn."

59 PUSHED OFF BALANCE

SCORE 0

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

61 EXTENDED RANGE DODGING

Tell Opponent: "Do only Extended Range, but add +2 to any Charge or Swing that Scores."

63 PARALYZING FEAR

Tell Opponent: "May attempt Restricted Hypnotise next turn. If on a Score page, go to p.19."

Vampiric Hypnotic Powers

The strength of a Vampire's hypnotic suggestion is determined by the number of Command Points spent. A Vampire may choose to spend however many points it feels will be necessary. An opponent can resist a Vampire's successful hypnotic gaze, but must lose Body Points equal to the Command Points spent by the Vampire in the attack (unless otherwise noted). As a general rule, undead are unaffected, and non-humans have a hypnosis resistance of 2.

1. Surrender

Tell Opponent: "Surrender to my will."

Cost 4+, opponent loses 1 Body Point for every 2 points spent (round down) if resists.

2. Drop weapons

Tell Opponent: "Drop your weapons."

Cost 1+

3. Panic

Tell Opponent: "Lose Body Points resisting me, or do only Green or Yellow until you get to Extended Range."

Cost 1+

4. Influence

Tell Opponent: "Do whatever colour I tell you next turn."

Cost 1, any colour except Green or Yellow

Cost 2, any colour (treat Green and Yellow as one colour)

Cost 3, any colour

5. we need more – please, think some up