

NAME	HEIGHT	BODY POINTS	ATTACKS
Giant Skeleton with Scythe	5	14	1/2*

MANOEUVRES		PG	X	MOD	+
DOWN SWING	BASH	36	50	+3	
	SMASH	24	50	+2	
SIDE SWING	STRONG*	28	64	+1	
	HIGH*	10	64	0	
	LOW	2	58	0	
THRUST	HOOK SHIELD	32	54	-3	
	HOOK LEG	14	60	-3	
FAKE	HIGH	42	58	-2	
HAND TO HAND	GRAB	48	56	+1	
	SHOVE	6	56	0	
SPECIAL	KICK	34	56	+2	
	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		+5	
	SWING HIGH	64		+3	
	SWING LOW	58		+3	
	HOOK SHIELD	54		-2	
	HOOK LEG	60		-1	
	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	45		13	13	13		45	57	37	31		13		13	45	13	41	13		45	45		27	13
4	5		19	33	3		11	57	37	19		15		3	15	9	19	15		5	5		43	59
6	5		49	33	3		45	19	37	29		15		45	5	45	25	15		5	5		43	59
8	5		49	33	3		21	57	37	29		15		3	3	9	19	15		5	5		43	59
10	31		49	53	45		7	57	13	23		45		31	3	53	25	31		53	31		43	59
12	31		49	31	53		11	57	13	29		45		31	3	45	25	31		53	45		29	59
14	45		49	23	3		11	19	37	29		15		3	5	9	25	15		45	45		43	59
16	51		49	61	51		11	57	61	61		19		21	51	9	41	41		21	51		43	57
18	5		19	33	3		11	57	37	29		15		3	3	9	41	15		21	5		43	59
20	5		49	33	21		11	57	37	29		15		21	3	9	25	15		5	5		43	59
22	45		49	23	3		11	19	37	53		15		3	5	9	25	15		45	45		43	59
24	53		49	33	45		11	1	53	7		7		53	3	45	53	15		21	5		41	59
26	5		19	33	3		11	57	19	19		15		3	3	9	25	15		5	19		43	59
28	7		49	53	3		11	23	37	23		53		19	31	9	25	31		41	5		29	59
30	5		49	33	3		11	57	37	29		15		3	27	27	25	15		5	27		27	59
32	5		49	33	3		11	19	37	29		45		3	3	9	25	15		5	5		43	59
34	5		49	33	19		11	1	37	19		15		19	3	19	25	41		41	5		27	19
36	5		49	33	3		63	63	7	7		15		7	27	9	7	63		7	5		7	59
38	31		49	53	45		7	57	13	29		45		3	5	45	25	31		5	31		43	59
40	45		31	33	3		45	23	23	53		23		3	5	9	25	41		5	45		43	59
42	45		49	13	13		45	57	37	31		13		13	5	9	41	13		45	45		27	59
44	5		19	33	45		19	57	7	19		31		31	31	45	19	53		31	5		27	59
46	5		49	33	3		11	1	37	29		15		3	15	9	25	15		5	5		43	59
48	5		19	19	45		45	57	19	29		31		31	19	9	25	19		19	45		19	59

	50	52	54	56	58	60	62	64
50	45	23	9	53	41	11	19	19
52	21	61	9	57	5	11	57	51
54	53	33	45	45	35	11	35	3
56	39	61	9	45	51	55	57	3
58	39	33	47	47	5	13	57	51
60	13	33	13	57	5	11	57	47
62	39	61	17	57	51	55	57	51
64	7	35	53	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 7

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

9 HOOKING SHIELD

Tell Opponent: "Do no Blue next turn. If on p. 53 and I have a shield, turn to p. 55."

11 HOOKING LEG

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

13 LEG WOUND

SCORE 4

(if modified Score is 6 or more, turn to p. 41)

Tell Opponent: "Do no Orange next turn."

15 SWINGING DOWN

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

17 EXTENDED RANGE HOOKING SHIELD

Tell Opponent: "Do only Brown or White next turn, except if on p. 35 and I have a shield, turn to p. 55 and do no Extended Range next turn."

19 STRUCK OFF BALANCE

SCORE 0

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

21 TURNED AROUND

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, Hand to Hand, Green or Yellow (except Wild Swing) until weapon has been retrieved."

29 DUCKING AND RETRIEVING BONES

Tell Opponent: "Restore 2 Body Points and do no Orange next turn."

31 ARM WOUND

SCORE 3

Tell Opponent: "Do no Orange next turn."

33 DODGING

Tell Opponent: "No restrictions 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."

39 CHARGING

Tell Opponent: "Do no Green or Yellow next turn."

41 KNOCKED DOWN

SCORE 1

Tell Opponent: "Do only Jumps next turn."

43 RETRIEVING WEAPON

Tell Opponent: "May use weapon again. Do no Orange next turn."

45 PARRYING

SCORE -5

Tell Opponent: "No restrictions next turn. If modified Score is -1 or more, add +3."

47 EXTENDED RANGE LEG WOUND

SCORE 4

(if modified Score is 6 or more, turn to p. 41 and no restrictions next turn)

Tell Opponent: "Do only Brown next turn."

49 SHOVING

Tell Opponent: "Do no Yellow next turn and if on a Score page, turn to p. 41."

51 EXTENDED RANGE SWINGING

Tell Opponent: "Do only Brown or Black next turn."

53 BODY WOUND

SCORE 5

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 GRABBING

Tell Opponent: "Do only Kick, Hand to Hand, Green or Yellow (except Wild Swing) until weapon has been retrieved. If Scoring Damage, turn to p. 41."

61 EXTENDED RANGE DODGING

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

63 WEAPON BROKEN (if weaponless, turn to p.1)

Tell Opponent: "Do no Thrusts and subtract 5 from all Scores (except Kick and Hand to Hand) for the rest of the game."