

NAME	HEIGHT	BODY POINTS	ATTACKS
Skeletal Warrior in Plate Mail with Two-Handed Sword	4	7	1

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	HIGH	32	60	-2	
	LOW	14	60	-2	
BLOCK & STRIKE	CHOP	44	58	-1	
	SWING	12	64	-1	
	THRUST	22	60	-1	
SPECIAL					
	KICK	34	56	0	
	WILD SWING	40	58	+1	
JUMP	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		+1	
	SWING LOW	58		+1	
	THRUST HIGH	54		+1	
	THRUST LOW	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	49			19	13	31	49	57	37	19	49	13		13	49	13	13	13		49		63	27	
4	5			33	3	59	11	57	37	59	63	15		3	15	9	59	15		5		63	43	
6	17			33	3	17	49	19	37	29	63	15		45	5	45	17	17		17		45	17	
8	5			33	3	63	21	57	37	29	21	15		3	3	9	25	15		5		63	43	
10	31			19	45	63	7	57	13	23	7	45		31	3	53	25	31		53		45	43	
12	31			19	19	45	11	57	13	29	63	45		19	3	45	19	31		19		63	31	
14	49			23	3	63	11	19	37	17	63	15		3	5	9	25	15		49		17	17	
16	51			61	51	57	11	57	57	57	63	19		21	57	9	41	41		21		57	43	
18	5			33	3	63	11	57	37	29	63	15		5	3	9	19	15		21		63	43	
20	5			33	21	63	11	57	37	29	63	15		21	3	9	25	15		5		63	43	
22	49			23	3	17	11	19	37	17	63	15		3	5	17	25	15		49		17	43	
24	53			33	45	45	11	1	53	7	53	7		3	3	45	7	15		21		63	41	
26	5			33	3	59	11	57	59	29	63	15		3	3	9	25	15		5		59	43	
28	7			19	3	53	11	23	37	23	63	53		19	31	9	25	31		41		63	31	
30	49			33	3	63	11	57	37	29	27	15		3	27	27	25	15		5		63	27	
32	17			33	3	45	17	19	37	29	17	45		17	3	17	25	17		17		45	43	
34	5			33	19	63	11	1	37	41	63	15		19	19	19	19	41		41		63	27	
36	5			33	3	63	11	1	7	7	63	15		7	27	9	7	15		7		7	7	
38	31			19	45	45	7	57	13	29	63	45		5	5	45	25	31		5		45	43	
40	49			33	3	41	49	23	23	53	13	23		3	5	9	25	41		5		63	43	
42	49			19	19	49	49	57	37	31	49	19		19	5	9	41	13		49		63	27	
44	5			33	45	31	19	57	7	19	31	15		19	19	45	19	19		19		45	27	
46	5			33	3	63	11	1	37	29	63	15		3	5	9	25	15		5		63	43	
48	5			19	45	45	49	57	19	29	49	19		19	19	9	25	31		19		45	19	

	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	57	9	45	51	55	57	3
58	39	33	55	47	5	13	57	51
60	13	33	13	57	5	11	57	47
62	39	61	55	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 5

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

9 THRUSTING HIGH

Tell Opponent: "Do no Side Swings next turn."

11 THRUSTING LOW

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

13 LEG WOUND

SCORE 2

Tell Opponent: "Do no Orange next turn."

15 SWINGING DOWN

Tell Opponent: "Do no Blue next turn."

17 INEFFECTIVE BLOW

SCORE -3

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 AND RETRIEVING BONES

Tell Opponent: "Do no Orange, but add +1 to any Blue that Scores next turn. Restore 1 Body Point."

31 ARM WOUND

SCORE 2

Tell Opponent: "Do no Orange next turn."

33 DODGING

Tell Opponent: "Add +2 to any Down or Side Swing that Scores next turn."

35 EXTENDED RANGE BODY WOUND

SCORE 3

Tell Opponent: "Do only Brown next turn."

37 JUMPING UP

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

39 CHARGING

Tell Opponent: "Do no Yellow next turn."

41 KNOCKED DOWN

SCORE 0

Tell Opponent: "Do only Jumps next turn."

43 RETRIEVING WEAPON

Tell Opponent: "May use weapon again."

45 PARRYING HIGH

SCORE -5

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND

SCORE 2

Tell Opponent: "Do Brown next turn."

49 PARRYING LOW

SCORE -5

Tell Opponent: "No restrictions next turn."

51 EXTENDED RANGE SWINGING

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

53 BODY WOUND

SCORE 3

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

55 EXTENDED RANGE THRUSTING

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

57 EXTENDED RANGE BLOCKING

Tell Opponent: "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 BLOCK & STRIKE

Tell Opponent: "Do no Orange next turn."