

NAME	HEIGHT	BODY POINTS	MAGIC POINTS	COMMAND POINTS	ATTACKS
Death Knight with Magic Sword	4	12	8	8	1

MANOEUVRES		PG	X	MOD	+
SPECIAL	SHOULDER SLAM	36	50	-3	
DWN SWING	SMASH	24	50	+3	
SIDE SWING	STRONG	28	64	+2	
	HIGH	10	64	+1	
	LOW	2	58	+1	
THRUST	HIGH	32	60	0	
	LOW	14	60	0	
FAKE	HIGH	42	58	0	
	LOW	12	64	0	
	SIDE SWING	22	60	-1	
	THRUST	38	58	0	
MAGIC SPELL	MAJOR	26	54	S	
SPECIAL	COMMAND UNDEAD	34	56	S	
	WILD SWING	40	58	+3	
	UNHOLY CURSE	(30)	58	+2	
	TOUCH	6	56	S	
	RETRIEVE WEAPON	46	52	-6	
MAGIC	MINOR	48	56	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		-3	
	SWING LOW	58		-3	
	THRUST	60		-3	
	GREAT MAGIC	54		S	
	BLOCK & CLOSE	56		0	
	DODGE	52		-4	
	JUMP BACK	62		-4	

The Death Knight may use Grey Magic only and begins with 1 spell for every 3 Magic Points.

Whenever a Death Knight touches (6) or is touched by an opponent with anything except a weapon or shield, the opponent must do only Jumps the following turn. Unless cold resistant, they also take 1 Body Point damage. This Body Point is NOT added to the Death Knight's total.

All non-magical weapons do one point less damage than normal to the Death Knight. Magical weapons do normal damage.

The Unholy Curse (30) heals Body Points to self or undead allies (and inflicts damage on all living opponents) equal to its modifier.

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. Starting Command Points are increased by 1 whenever starting Body or Magic Points are increased.

The Death Knight may not Escape from any combat versus White Magic users unless he has fewer than 4 Body Points remaining.

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

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

1 JUMPING AWAY

Tell Opponent: "Restore 1 Magic Point. May attempt Unholy Curse next turn."

3 SWINGING HIGH

Tell Opponent: "Do no Touch, Thrusts or Red next turn."

5 SWINGING LOW

Tell Opponent: "Do no Touch, Thrusts or Blue next turn."

7 DAZED

SCORE 4

Tell Opponent: "Do only Jumps 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 0

Tell Opponent: "Do no Orange next turn."

15 SWINGING DOWN

Tell Opponent: "Do no Blue next turn."

17 CASTING MAGIC

Tell Opponent: "No restrictions next turn, but if on a Score page, reveal Magic Card."

19 STRUCK OFF BALANCE

SCORE -1

Tell Opponent: "Do only Yellow or Green (except Magic or Touch) next turn."

21 TURNED AROUND

SCORE -1

Tell Opponent: "Do only Yellow next turn."

23 BEHIND YOU

Tell Opponent: "No restrictions next turn. May attempt Unholy Curse next turn."

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 Jumps, Magic or Special (except Wild Swing) until weapon has been retrieved."

29 DUCKING

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

31 ARM WOUND

SCORE 0

Tell Opponent: "Do no Orange, Magic or Touch next turn."

33 DODGING

Tell Opponent: "Do no Thrusts or Magic, but add +2 to any Down or Side Swing that Scores next turn. May attemptt Unholy Curse next turn."

35 EXTENDED RANGE BODY WOUND

SCORE 1

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 for the next two turns instead of any better restrictions."

43 RETRIEVING WEAPON

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

45 PARRYING

SCORE -5

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND

SCORE 0

Tell Opponent: "Do only Brown next turn."

49 UNHOLY CURSE

Tell Opponent: "Restore Body Points to self and undead allies. Living opponents take damage. May attempt Unholy Curse again next turn."

51 FORCED TO KNEES

SCORE -1

Tell Opponent: "Do only Blue, Yellow or Green (except Magic) next turn."

53 BODY WOUND

SCORE 1

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

55 EXTENDED RANGE JUMPING AWAY

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

57 EXTENDED RANGE BLOCKING

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

59 INEFFECTIVE BLOW

SCORE -4

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

61 SLAMMING

Tell Opponent: "Do no Green or Yellow next turn. If unmodified Score is 0 or more, I will do only Jumps next turn and lose 1 Body Point."

63 BONE-CHILLING TOUCH

Tell Opponent: "Do no Yellow next turn. If unmodified Score is 0 or more, I will do only Jumps next turn and lose 1 Body Point."