

NAME	HEIGHT	BODY POINTS	ATTACKS
Boneless Husk with Flensing Knife	4	5	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	54	-1	
	LOW	14	60	-1	
FAKE	HIGH	42	58	-1	
	LOW	12	64	-1	
FOUL					
	TOUCH	6	56	S	
	EMBRACE	48	56	S	
SPECIAL	KICK	34	56	-1	
	WILD SWING	40	58	+1	
	DISLODGE WEAPON	30	58	-4	
	RETRIEVE WEAPON	40	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		+2	
	SWING HIGH	64		0	
	SWING LOW	58		0	
	THRUST HIGH	54		-1	
	THRUST LOW	60		-1	
	BLOCK & CLOSE	56		0	
	DODGE	52		-5	
	JUMP BACK	62		-5	

Special Rule: Anyone who contacts the desiccated body of a Boneless Husk with their living flesh is immediately drained of 1 Body Point. Plate armour provides protection; chainmail and normal clothing does not. If a Boneless Husk absorbs 6 Body Points, it will collapse at the end of the following turn.

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

	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	59	57	3
58	39	33	59	47	5	13	57	51
60	13	33	13	57	5	11	57	47
62	39	61	59	57	51	59	57	51
64	7	35	53	45	51	59	57	3

Tell Opponent: “No restrictions next turn.”

Tell Opponent: “Do no Thrusts or Red next turn.”

Tell Opponent: “Do no Thrusts or Blue next turn.”

Tell Opponent: “Do only Green or Yellow next turn.”

SCORE 7

Tell Opponent: “Do no Sideswings next turn.”

Tell Opponent: “Do no Orange next turn.”

Tell Opponent: “Do no Orange next turn.”

SCORE 3

Tell Opponent: “Do no Blue next turn.”

Tell Opponent: “Do only Green or Yellow next turn, but see Special Rule.”

SCORE 0

Tell Opponent: “Do only Green or Yellow next turn.”

SCORE 0

Tell Opponent: “Do only Yellow next turn.”

SCORE 0

Tell Opponent: “No restrictions next turn.”

Tell Opponent: “Do no Blue or Yellow next turn, but if on a Score page, see Special Rule.”

Tell Opponent: “Do only Kick, Green or Yellow (except Wild Swing) until weapon has been retrieved.”

Tell Opponent: “Do no Orange next turn, but add +1 to any Blue that Scores.”

Tell Opponent: “Do no Orange next turn.”

SCORE 3

33 DODGING

Tell Opponent: "Add +1 to any Down or Side Swing that Scores next turn."

35 EXTENDED RANGE BODY WOUND

SCORE 4

Tell Opponent: "Do only Brown next turn."

37 JUMPING UP

Tell Opponent: "Do no Blue next turn."

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. No restrictions next turn."

45 PARRYING

SCORE -3

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND

SCORE 3

Tell Opponent: "Do only Brown next turn."

49 DESICCATING EMBRACE

Tell Opponent: "Do no Orange or Yellow next turn. If unmodified Score is 0 or more, turn to p. 19 and drain 3 of my Body Points. See Special Rule."

51 EXTENDED RANGE SWINGING

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

53 BODY WOUND

SCORE 4

Tell Opponent: "Do no Orange next turn."

55 WEAPON BROKEN

Tell Opponent: "Subtract 5 from all Scores except Kick and Foul for the rest of the game."

57 EXTENDED RANGE BLOCKING

Tell Opponent: "Do only Extended Range next turn."

59 EXTENDED RANGE THRUSTING

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

61 EXTENDED RANGE DODGING

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

63 DESICCATING TOUCH

Tell Opponent: "Do no Yellow next turn. If unmodified Score is 0 or more, turn to p. 19 and drain 1 of my Body Points. See Special Rule."