

NAME	HEIGHT	BODY POINTS	MAGIC RESISTANCE	ATTACKS
Undead Unicorn	4	15	3	1

MANOEUVRES		PG	X	MOD	+
RESTRICTED REARING	STOMP	(36)	64	+2	
	DOWNTHRUST	(24)	64	+3	
	BOX	(44)	64	+1	
HORN SWING	HIGH	10	60	0	
	LOW	2	60	0	
HORN THRUST	HIGH	32	54	+1	
	LOW	14	54	+1	
HORN TOSS	HIGH	42	60	0	
	LOW	12	60	0	
SPECIAL	KICK	34	58	+2	
	BUCK	40	58	+1	
RESTRICTED SPECIAL	MAGICAL CURSE	(30)	56	S	
	TRAMPLE	(26)	58	+3	
JUMP	REAR	18	52	-6	
	SIDESTEP	8	52	-4	
	CROUCH	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	CHARGE	50		+4	
	REAR	64		0	
	KICK	58		0	
	THRUST HORN	54		-1	
	SWING HORN	60		-2	
	ADVANCE	56		0	
	SIDESTEP	52		-6	
	JUMP BACK	62		-6	

An Undead Unicorn may restore up to 2 Body points to itself or its undead allies, whenever so informed at Extended Range. The points may be split between two fighters. An Undead Unicorn's magical curse causes undead foes to become allies, and kills living opponents, who rise as Wraiths which will defend the Undead Unicorn for the rest of the game.

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

	50	52	54	56	58	60	62	64
50	45	23	9	19	41	3	19	19
52	21	61	9	57	25	3	57	57
54	53	33	45	19	35	3	35	7
56	39	61	9	9	55	57	57	37
58	39	33	57	47	25	13	57	57
60	13	33	13	57	25	3	57	47
62	39	61	57	57	55	57	57	57
64	7	35	53	9	55	57	57	37

1 JUMPING AWAY

Tell Opponent: "Add +2 if you Score next turn."

3 SWINGING HORN

Tell Opponent: "Do no Thrusts next turn."

5 REARING DOWN THRUST

Tell Opponent: "May do Restricted Rearing next turn. If on p. 41, you may also do Restricted Trample."

7 DAZED

SCORE 5

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

9 THRUSTING HORN

Tell Opponent: "No restrictions next turn."

11 REARING BOX

Tell Opponent: "May do Restricted Rearing next turn."

13 FORELEG WOUND

SCORE 4

Tell Opponent: "No restrictions next turn."

15 REARING STOMP

Tell Opponent: "May do Restricted Rearing next turn. If on p. 41, you may also do Restricted Trample."

17 TRAMPLING

Tell Opponent: "If on a Score page, go to p. 41. May do Restricted Trample 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 or Kick next turn, and add +3 if you Score next turn."

23 BEHIND YOU

Tell Opponent: "No restrictions next turn."

25 TWISTING KICK

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

27 HORN WOUND

SCORE -3

Tell Opponent: "Subtract -1 from all Horn attacks that Score for the rest of the game."

29 CROUCHING

Tell Opponent: "No restrictions next turn."

31 HINDLEG WOUND

SCORE 4

Tell Opponent: "No restrictions next turn."

33 SIDESTEPPING

Tell Opponent: "Add +2 to any Kick or Horn Attack that Scores next turn."

35 EXTENDED RANGE BODY WOUND

SCORE 2

Tell Opponent: "Do only Brown next turn."

37 REARING

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

39 CHARGING

Tell Opponent: "Do only Green or Yellow (including Restricted Trample) next turn."

41 KNOCKED DOWN

SCORE 0

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

43 MAGICAL CURSE

Tell Opponent: "You have cursed me. See Special Rule."

45 PARRYING HIGH

SCORE -3

Tell Opponent: "May do Restricted Curse next turn."

47 EXTENDED RANGE LEG WOUND

SCORE 4

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

49 PARRYING LOW

SCORE -3

Tell Opponent: "May do Restricted Curse next turn."

51 WILD KICK

Tell Opponent: "Do no Horn attacks next turn."

53 BODY WOUND

SCORE 2

Tell Opponent: "Do no Red next turn."

55 EXTENDED RANGE KICKING

Tell Opponent: "Do only Extended Range Kick or Brown next turn."

57 EXTENDED RANGE ADVANCING

Tell Opponent: "Do only Extended Range next turn and restore 2 Body Points. See Special Rule."

59 PUSHED OFF BALANCE

SCORE 0

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

61 EXTENDED RANGE SIDESTEPPING

Tell Opponent: "Do only Extended Range next turn and add +2 if you Score next turn."

63 HORN TOSS

Tell Opponent: "No restrictions next turn."