

# Cattleya

## Weapon Merchant

Body Points: 12      Height: 4  
Tactics Points: 4      Attacks: 1



	Move Name		Page	X	Mod	+
Sword Down Swing	Bash	O	36	50	+4	
	Smash	O	24	50	+3	
Sword Side Swing	Strong	O	28	64	+2	
	High	R	10	64	+1	
	Low	B	2	58	+1	
Sword Thrust	High	R	32	56	0	
	Low	B	14	56	0	
Sword Block and Attack	Swing	R	12	64	0	
	Thrust	R	22	56	0	
Javelin	Swing	B	42	54	-1	
	Thrust	R	38	54	+1	
	Throw	O	44	60	+3	
	Check and Swing	B	48	54	-2	
	Check and Thrust	R	6	54	0	
	Trip	B	34	54	0	
Sword Special	Wild Swing	Y	40	58	+3	
	Dislodge Weapon	B	30	58	-4	
		G				
Special	Retrieve Weapon	G	46	52	-6	
		G				
Jump	Up	G	18	52	-6	
	Dodge	Y	8	52	-4	
	Duck	G	20	52	-5	
	Away	Y	16	62	-4	
Extended Range	Sword Charge	W	50		+4	
	Sword Swing High	K	64		+2	
	Sword Swing Low	K	58		+2	
	Javelin Thrust	W	54		+1	
	Javelin Throw	W	60		+2	
	Close with Sword	N	56		0	
	Dodge and Get Javelin	N	52		-6	
Jump Back	N	62		-6		

Color Key: Orange, Red, Blue, Green, Yellow, White, black, brown

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## Weapon Merchant

Gear: Sword, 3 Javelins (spears), Leather Armor, 5 General Items

**Weapon Restrictions:** If you are not wielding any weapons you may only do Green or Yellow (except Wild Swing); at Extended Range do only Dodge and Get Javelin or Jump Back.

**Character Design:** Cattleya is a near-duplicate of *MacAber, A Highland Warrior with Claymore*.

**Gear:** The Gear list is unofficial. It's drawn from her counterpart's, with changes (if any) based on the differences in art.

# Cattleya

## Restrictions

- 01 **Jumping Away:** "Add +2 if you score next turn."
- 03 **Swinging Sword:** "Do no Thrust or Javelin next turn."
- 05 **Swinging Javelin:** "Do no Blue or Sword next turn."
- 07 **Dazed:** "Do only Jumps next turn.  
If scoring 10 or more, then include Critical restriction.  
CRITICAL: Do no Orange for the rest of the combat."
- 09 **Thrusting Sword:** "Do no Side Swing or Javelin next turn."
- 11 **Thrusting Javelin:** "Do no Sword next turn."
- 13 **Leg Wound:** "Do no Red or Orange next turn.  
If scoring 9 or more, then include Critical restriction.  
CRITICAL: Do no Blue for the rest of the combat."
- 15 **Swinging Sword Down:** "Do no Blue or Javelin next turn."
- 17 **Throw Javelin:** "If on a score page, direct me to do only Jumps for 2 turns to remove Javelin. You may change weapons. No restrictions next turn."
- 19 **Knocked Off Balance:** "Do only Green or Yellow next turn."
- 21 **Turned Around:** "Do only Yellow next turn."
- 23 **Behind You:** "You may change weapons. No restrictions next turn."
- 25 **Tripping:** "If on a score page turn to page 41. Do no Sword next turn."
- 27 **Weapon Dislodged:** "Drop the weapon you are holding. If you have a weapon remaining you may change weapons. Otherwise, do no weapon attacks until a weapon has been retrieved."
- 29 **Ducking:** "You may change weapons. Do no Orange next turn, but add +2 to any Blue that scores next turn."
- 31 **Arm Wound:** "Do no Red or Orange next turn.  
If scoring 8 or more, then include Critical restriction.  
CRITICAL: Do no Throw for the rest of the combat."
- 33 **Dodging:** "You may change weapons. Add +1 to any Sword that scores next turn."
- 35 **Extended Range Body Wound:** "Do only Brown next turn.  
If scoring 10 or more, then include Critical restriction.  
CRITICAL: Do no Special Sword for the rest of the combat."
- 37 **Jumping Up:** "Do no Blue next turn, but add +2 to any Orange that scores next turn."
- 39 **Charging:** "Do no Green, Yellow, or Javelin next turn."
- 41 **Knocked Down:** "You may change weapons. Do only Jumps next turn. If scoring 4 or more, then include Critical restriction.  
CRITICAL: Do no Red for the rest of the combat."
- 43 **Retrieving Weapons:** "You retrieve one of your lost weapons. You may change weapons. No restrictions next turn."
- 45 **Parrying With Sword:** "Do no Javelin next turn."
- 47 **Extended Range Leg Wound:** "Do only Brown next turn."
- 49 **Parrying With Javelin:** "Do no Sword next turn."
- 51 **Extended Range Swinging Sword:** "Do only Brown or Black next turn."
- 53 **Body Wound:** "Do no(?) Green or Yellow next turn.  
If scoring 10 or more, then include Critical restriction.  
CRITICAL: Do no Sword Specials for the rest of the combat."
- 55 **Extended Range Thrusting Javelin:** "Do only White or Extended Jump Back next turn."
- 57 **Extended Range Blocking:** "You may change weapons. Do only Extended Range next turn."
- 59 **Extended Range Throwing Javelin:** "If on a score page, direct me to do Brown or Jumps for two turns to remove Javelin. You may change weapons. Do only Extended Range next turn."
- 61 **Extended Range Dodging:** "You may change weapons. Do only Extended Range next turn."
- 63 **Blocking and Striking:** "Add +5 to Score if on a Parry page. Do no Orange next turn."



### Credits

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