

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

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

Character Design: ?
 Artist: Hiraku Kaneko
 Publisher: Hobby JAPAN CO., Ltd.
 Series Creator: Alfred Leonardi
 Translation: Haruka Tomose
 PDF Editing and Layout: Michael Miller

Cattleya

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.