

Leina

Wandering Warrior

Body Points: 12 Height: 4
Tactics Points: 6 Attacks: 1



	Move Name	Page	X	Mod	+
Down Swing	O				
	Smash	O	24	50	+3
Side Swing	Strong	O	28	64	+2
	High	R	10	64	+1
	Low	B	2	58	+1
Thrust	High	R	32	54	0
	Low	B	14	60	0
Fake	High	R	42	58	0
	Low	B	12	64	0
	Side Swing	B	22	54	-1
	Thrust	R	38	58	0
Protected Attack	Down Swing	O	44	56	+2
	Side Swing	B	48	56	0
	Thrust	R	6	56	-1
Special	Kick	B	34	56	0
	Wild Swing	Y	40	58	+2
	Dislodge Weapon	B	30	58	-4
	Retrieve Weapon	G	46	52	-6
Shield Block	High	G	26	56	+1
	Low	G	4	56	+1
Jump	Up	G	18	52	-6
	Dodge	Y	8	52	-4
	Duck	G	20	52	-5
	Away	Y	16	62	-4
Extended Range	Charge	W	50		+3
	Swing High	K	64		-6
	Swing Low	K	58		-6
	Thrust High	W	54		-5
	Thrust Low	W	60		-5
	Block and Close	N	56		0
	Dodge	N	52		-6
Jump Back	N	62		-6	

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

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Gear: Sword, Shield, Breastplate, Armored Boots,
3 General Items

Character Design: Leina is a near-duplicate of Amulf of Peth, the *Man in Chainmail with Sword and Shield*.

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

Leina

Restrictions

- 01 **Jumping Away:** "Add +2 if you score next turn."
- 03 **Swinging High:** "Do no Thrusts or Red next turn."
- 05 **Swinging Low:** "Do no Thrusts or Blue next turn."
- 07 **Dazed:** "Do only Green next turn.
If scoring 10 or more, then include Critical restriction.
CRITICAL: Do no Orange for the rest of the combat."
- 09 **Thrusting High:** "Do no Side Swings next turn."
- 11 **Thrusting Low:** "Do no Side Swings or Red next turn."
- 13 **Leg Wound:** "Do no Red or Orange next turn.
If scoring 7 or more, then include Critical restriction.
CRITICAL: Do no Blue for the rest of the combat."
- 15 **Swinging Down:** "Do no Blue next turn."
- 17 **Blocking High:** "Do no Blue next turn."
- 19 **Struck Off Balance:** "Do only Green or Yellow next turn."
- 21 **Turned Around:** "Do only Yellow next turn."
- 23 **Behind You:** "No restrictions next turn."
- 25 **Kicking:** "Do no Blue or Yellow next turn."
- 27 **Weapon Dislodged:** "Do only Kick, Yellow, or Green
(except Wild Swing) until weapon has been retrieved."
- 29 **Ducking:** "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 6 or more, then include Critical restriction.
CRITICAL: Do no Blue for the rest of the combat."
- 33 **Dodging:** "Add +2 to any Down or Side Swing that scores next turn."
- 35 **Extended Range Body Wound:** "Do only Brown next turn.
If scoring 8 or more, then include Critical restriction.
CRITICAL: Do no Specials (except 'Retrieve Weapon') 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 or Yellow next turn."
- 41 **Knocked Down:** "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:** "May use weapon again.
No restrictions next turn."
- 45 **Parrying High:** "No restrictions next turn."
- 47 **Extended Range Leg Wound:** "Do only Brown next turn."
- 49 **Parrying Low:** "No restrictions next turn."
- 51 **Kicked off Balance:** "Do only Green or Yellow next turn."
- 53 **Body Wound:** "Do only Green or Yellow next turn.
If scoring 8 or more, then include Critical restriction.
CRITICAL: Do no Specials (except 'Retrieve Weapon') for the rest of the combat."
- 55 **Shield Smashed:** "Do no Blocks or Protected Attacks
for the rest of the game. No restrictions next turn."
- 57 **Extended Range Blocking:** "Do only Extended Range next turn."
- 59 **Pushed Off Balance:** "Do only Green or Yellow next turn."
- 61 **Extended Range Dodging:** "Do only Extended Range next turn."
- 63 **Blocking Low:** "Do no Orange next turn."



Credits

Character Design: Alfred Leonardi and ?
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