

Menace

Ancient Princess

Body Points: 12 Height: 4
 Luck Points: 3 Attacks: 1
 Undead



	Move Name		Page	X	Mod	+
Down Swing	Bash	O	36	50	+4	
	Smash	O	24	50	+3	
Side Swing	Strong	O	28	64	+3	
	High	R	10	64	+1	
	Low	B	2	58	+1	
Thrust	High	R	32	54	-2	
	Low	B	14	54	-2	
Fake	High	R	42	64	0	
	Low	B	12	58	0	
Hand to Hand	Knee Slam	B	38	56	+1	
	Punch	R	6	56	-2	
	Head Butt	O	44	56	+1	
	Capture	B	22	56	-4	
	Slap	R	48	56	-3	
Special	Kick	B	34	56	0	
	Wild Swing	Y	40	64	+3	
	Dislodge Weapon	B	30	58	-4	
	Retrieve Weapon	G	46	52	-6	
		G				
		G				
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		+4	
	Swing High	K	64		-5	
	Swing Low	K	58		-5	
	Thrust High	W	54		-4	
	Shriek	W	60		*	
	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: Mace, 3 General Items

Curses: Your Hand to Hand Punch, Capture, and Slap attacks apply curses that do damage over time.

Hand to Hand Damage: If you are not holding a weapon, you deal double damage on Hand to Hand scores.

Shriek: Your Shriek attack causes opponents to drop their primary weapon.

Character Design: Menace is a near-duplicate of *Kharis, The Royal Mummy*.

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

Menace

Restrictions

- 01 **Jumping Away:** "Add +1 if you score next turn."
- 03 **Swinging:** "Do no Thrusts, Green, or Yellow next turn."
- 05 **Knee Slamming:** "Do no Thrusts or Blue next turn."
- 07 **Dazed:** "Do only Jumps next turn.
If scoring 12 or more, then include Critical restriction.
CRITICAL: Do no Orange for the rest of the combat."
- 09 **Thrusting:** "Do no Side Swings next turn."
- 11 **Shrieking:** "No restrictions next turn. If on a Score page, direct me to drop my primary weapon."
- 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 Down:** "Do no Blue next turn."
- 17 **Slapping with Cursed Hand:** "Do only Hand to Hand or Jump next turn. If on a Score page, direct me to take one point of Curse damage each turn until the end of the game."
- 19 **Knocked Off Balance:** "Do only Green or Yellow next turn."
- 21 **Turned Around:** "Do only Head Butt or Yellow next turn."
- 23 **Behind You:** "No restrictions next turn."
- 25 **Kicking:** "Do no Blue or Yellow next turn."
- 27 **Weapon Dislodged:** "Do only Hand to Hand, Kick, and Jump and double all Hand to Hand scores until weapon has been retrieved."
- 29 **Ducking:** "Do no Orange next turn, but add +1 to any Blue that scores next turn."
- 31 **Arm Wound:** "Do no Red, Orange, or Hand to Hand next turn.
If scoring 8 or more, then include Critical restriction.
CRITICAL: Do no Hand to Hand 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 10 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 +3 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 5 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:** "No restrictions next turn."
- 47 **Extended Range Leg Wound:** "Do only Brown next turn."
- 49 **Punching:** "Do only Hand to Hand or Jump next turn. If on a Score page, direct me to take one point of Curse damage each turn for the next three turns."
- 51 **Kicked Off Balance:** "Do only Green or Yellow next turn."
- 53 **Body Wound:** "Do only Green or Yellow next turn.
If scoring 10 or more, then include Critical restriction.
CRITICAL: Do no Specials (except 'Retrieve Weapon') for the rest of the combat."
- 55 **Weapon Broken:** "Subtract -5 (non-cumulative) from all weapon Scores for the rest of the game. Do no Thrusts next turn."
- 57 **Extended Range Attacking:** "Do only Extended Range next turn."
- 59 **Capturing With A Bandage:** "Do only Hand to Hand or Jump next turn. If on a Score page, direct me to take two points of Curse damage each turn for the next three turns."
- 61 **Extended Range Blocking:** "Do only Extended Range next turn, but add +2 if you score next turn."
- 63 **Head Butting:** "Do only Jumps next turn. If on a Score page, take two points of damage to your head and double your Score on me."



Credits

Character Design: ?
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