

# 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

# Menace

Ancient Princess

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: ?  
Artist: F.S  
Publisher: Hobby JAPAN CO., Ltd.  
Series Creator: Alfred Leonardi  
Translation: Haruka Tomose  
PDF Editing and Layout: Michael Miller  
For updates visit [ESGLabs.com](http://ESGLabs.com).