

Name	Size	Class	INT	LS	WS	AS	ARM	AGI	ATT	HLT	CST	Special	Special
Allosaurus	Very Large	Reptilian	1	3	1	0	3	2	5	16	5	Bite	
Amorphous Blob	Large	Blob	0	1	1	0	0	0	0	6	0		
Anaconda	Very Large	Reptilian	1	2	1	0	1	2	5	16	5	Constrict	
Ankylosaurus	Huge	Reptilian	1	3	1	0	3	1	6	20	6	Bite	
Barracuda	Large	Aquatic	1	0	4	0	1	3	4	9	5	Bite	Charge
Bear	Very Large	Mammal	3	3	1	0	1	2	5	13	7	Climb	Hug
Camel	Very Large	Mammal	2	4	1	0	0	1	4	17	5	Survival	
Centaur	Very Large	Magical	5	5	1	0	0	2	5	13	8	Hands	Charge
Cheetah	Large	Mammal	2	7	1	0	0	3	4	12	4	Sprint	
Crocodile	Very Large	Reptilian	1	2	3	0	2	2	5	16	5	Bite	
Dog	Medium	Mammal	3	4	1	0	0	4	3	8	4	Track	
Dolphin	Large	Aquatic	4	0	2	0	0	2	3	16	3		
Dragon	Huge	Magical	4	3	2	7	3	1	6	17	9	Bite	Breathe
Eel	Medium	Aquatic	1	0	2	0	0	4	3	5	4	Zap	Charge
Elephant	Huge	Mammal	3	2	1	0	2	0	5	21	6	Charge	
Emu	Large	Reptilian	1	4	1	0	0	2	3	16	2		
Frog	Small	Aquatic	1	1	1	0	0	4	1	8	1		
Giant	Huge	Magical	3	5	1	0	2	1	6	20	6	Hands	
Giant Clam	Large	Aquatic	1	0	0	1	4	2	3	13	5	Trap	
Giant Spider	Very Large	Magical	2	4	1	0	1	2	5	13	7	Web	Poison
Giant Squid	Huge	Aquatic	1	0	3	0	0	1	6	17	8	Ink	Trap
Gorilla	Very Large	Mammal	3	3	1	0	1	2	5	13	7	Hands	Hug
Griffin	Very Large	Magical	2	4	0	4	1	2	5	16	7	Claws	
Hippopotamus	Very Large	Aquatic	2	2	1	0	2	2	5	13	7	Bite	Charge
Horse	Very Large	Mammal	2	5	1	0	0	1	4	17	5	Charge	
Human	Large	Mammal	5	3	1	0	0	3	2	6	0	Hands	Rest
Ichthyosaur	Huge	Aquatic	1	0	3	0	3	1	6	20	6	Charge	
Imp	Small	Magical	4	2	1	0	0	5	2	4	3	Hands	
Komodo Dragon	Very Large	Reptilian	1	2	1	0	2	2	5	13	7	Bite	Charge
Lemur	Medium	Mammal	2	3	1	0	0	3	2	9	3	Hands	
Leomachus	Very Large	Magical	4	4	1	0	1	2	5	13	8	Hands	Charge
Manta Ray	Very Large	Aquatic	1	0	2	0	0	2	5	16	5	Zap	
Megatherium	Huge	Mammal	2	3	1	0	3	0	5	21	6	Claws	
Moa	Very Large	Reptilian	1	3	1	0	1	1	4	17	5	Beak	
Narwhale	Very Large	Aquatic	2	0	3	0	2	1	4	20	3		
Ogre	Very Large	Magical	3	4	1	0	2	2	5	16	6	Hands	
Orc	Large	Magical	4	3	1	0	1	3	4	12	5	Hands	
Owl	Small	Reptilian	2	1	0	4	0	5	2	7	2		
Pakasa	Large	Magical	4	4	1	0	1	3	4	12	5	Hands	
Phoenix	Medium	Magical	3	1	0	9	2	4	3	8	4	Flame	
Rat	Small	Mammal	2	2	1	0	0	5	2	7	2		

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Ratling	Medium	Magical	3	3	1	0	1	4	3	8	4	Hands	
Raven	Medium	Reptilian	2	1	0	5	0	4	3	11	2		
Rhino	Very Large	Mammal	1	4	1	0	2	2	5	16	5	Charge	
Roc	Huge	Magical	2	2	0	6	3	1	6	20	6	Carry	
Shark	Very Large	Aquatic	2	0	5	0	1	2	5	16	5	Bite	
Sharthak	Large	Magical	4	3	4	0	1	3	4	9	6	Hands	Bite
Smilodon	Huge	Mammal	2	4	1	0	1	1	6	20	6	Bite	
Stegosaurus	Huge	Reptilian	2	2	1	0	3	1	6	20	6	Mace	
Swordfish	Very Large	Aquatic	1	0	3	0	0	2	5	16	5	Charge	
Taipan	Medium	Reptilian	1	2	1	0	0	4	3	8	3	Poison	
Tiger	Very Large	Mammal	2	5	1	0	1	2	5	16	5	Bite	
Triceratops	Very Large	Reptilian	1	3	1	0	3	2	5	16	5	Charge	
Troll	Very Large	Magical	2	3	1	0	2	2	5	13	7	Hands	Regenerate
Turtle	Medium	Aquatic	2	1	1	0	4	4	3	8	4	Bite	
Tyrannosaurus	Huge	Reptilian	2	3	1	0	3	1	6	20	6	Bite	
Velociraptor	Large	Reptilian	3	4	1	0	3	3	4	12	5	Bite	
Vulture	Large	Reptilian	2	1	0	2	0	3	4	15	2		
Walrus	Very Large	Aquatic	2	1	3	0	2	2	5	19	3		
Whale	Huge	Aquatic	3	0	2	0	3	0	5	24	4		
Wolf	Large	Mammal	3	4	1	0	0	3	4	12	4	Track	

## Attacking

To hit Roll = 2D6 + Attacks - Target's Agility + facing modifiers

A roll of 7 or more is a hit. Every point over 7 does one additional damage.

Damage = Attacks - Target's Armour + additional damage.

## Facing Modifiers

It is easier to attack the flanks and rear of an opponent.

Flank attack = +1 to hit

Rear attack = +2 to hit