

Wild Animals

White Ape

HP18

Melee

Missile

Move	Attack	DMG	Attack	DMG	Range	TN/ Shield	DR
8	2D+1	H				11	-1

#1

+1 Atk

-2 TN

-1 Atk

Jump

If the Special Dice is a '5' or '6', move the figure 4 MP away from the target after the attack.

Jaguar

HP16

Melee (claw)

Special* (Bite)

Move	Attack	DMG	Attack	DMG
10	2D+1	H+1	3D-1	Lx2+1

#1

-2 Atk

-1 TN

-1 Move

-1 Atk

#2

-2 Atk

-1 TN

-1 Move

-1 Atk

Bite

If the Special Dice is a '6' execute a second attack with the Bite.

White Ape (Adult)

HP25

Melee

Missile

Move	Attack	DMG	Attack	DMG	Range	TN/ Shield	DR
8	2D+2	H				10	-2

#1

+1 Atk

-2 TN

-1 Atk

Jump

If the Special Dice is a '6', move the figure 4 MP away from the target after the attack.

Great Serpent

HP21

Melee

Missile (Poison Spit)

Move	Attack	DMG	Attack	DMG	Range	TN/ Shield	DR
4	3D+1	Lx2+2	2D+2	H	3	12	-2

#1

-2 Atk

-1 TN

-1 Move

-1 Atk

Special damage (Melee): Coil

If the Special Dice is a '6' the target must execute a STR(10) check. Fail: the unit is Grappled and suffers 1D of DMG. A Grappled unit during its activation can only try to break free with a successful STR(9) check (this is considered a Special Action). A grappling Snake will always attack the Grappled unit with a +2 Attack modifier.

Special damage (Missile): Venom

If the Special Dice is a '6', the target must execute a CON(9) check. Fail: the target loses the next activation (use a marker to keep track of this).

Enemy Group

Roll 1d6:

(1-3) Apes

(4) Great Serpent

(5-6) Jaguars

Apes

RL=1 one White Ape

RL=2 one White Ape (Adult)

RL=3 two White Apes

RL=4 two White Apes (Adult)

Jaguars

RL+1 Jaguars

Great Serpent

RL=1 and 2 one Great Serpent

RL=3 and 4 two Great Serpents

Bosses

Large Saurian

HP	35
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Melee

Missile

Move	Attack	DMG	Attack	DMG	Range	TN/ Shield	DR
7	4D	H+L+1				13	-3

#1	○ ○	○ ○ ○ ○	○ ○ ○ ○ ○ ○
	○ ○	○ ○ ○ ○	○ ○ ○ ○ ○ ○
	○ ○	○ ○ ○ ○	○ ○ ○ ○ ○ ○
	○ ○	○ ○ ○ ○	
	-2 Atk	-2 Atk	
	-1 TN		
	-1 Move		

Massive Jaws

The Melee attack has Penetration(2)

Special Action A: feral fury. The Saurian will target with a single attack all Engaged Characters. Resolve each attack with a different roll.

Special Action B: bash. Regardless the result of the attack, the target PC must undergo a DEX(10) skill check; failure of this check will cause the PC to become Prone.

Great Horns
Stone Skin

Alpha Ape

HP	30
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Melee

Missile

Move	Attack	DMG	Attack	DMG	Range	TN/ Shield	DR
7	<u>3D+1</u>	H+1				12	-2

#1

○ ○	○ ○ ○ ○	○ ○ ○ ○
○ ○	○ ○ ○ ○	○ ○ ○ ○
○ ○	○ ○ ○ ○	○ ○ ○ ○
+1 Atk		-1 Atk
-2 TN		

Jump

If the Special Dice is a '6', move the figure 4 MP away from the target after the attack.

Special Action A: Bleed. the Player Character wounded by the Alpha Ape suffers one additional point of damage starts bleeding (place a marker near the PC as a reminder). At the beginning of each activation, a bleeding character lose one HP.

Special Action B: Charge (only for unengaged Enemies)
The Enemy will try to engage the Nearest PC: during this turn the Enemy can benefit of 2MP of additional movement. If the Enemy engages a PC, the enemy attack will benefit of a +2 modifier.
If the action is triggered for an engaged Enemy, execute an attack with a +1 modifier and then execute a Jump special action.

Special Action: Stop Bleeding (bandaging)

A PC can use this Special Action to remove the bleeding marker from an adjacent PC (including itself). In addition, the target PC recovers one HP. This Special Action can be executed only if both the acting PC and the bleeding PC are not Engaged.

Slaver

HP9

Melee (Dagger)

Missile (Whip)

Move	Attack	DMG	Attack	DMG	Range	TN/ Shield	DR
5	2D+1	Lx2	2D+2	L+1*	2	9	-1

#1

#2

#3

-2 Atk

-1 TN

-1 Move

-1 Atk

Whip

The Slaver will always attack with its whip to entangle their targets. The Whip can also be used if the slaver is engaged. Once a Slaver entangles a target, he will attack it with his dagger to finish him.

*Special Whip Attack:

This effect is always triggered if the attack is successful even if it doesn't cause any damage. Special die: (1-2): no effect (3-4): Target entangled (put a marker near an entangled unit as a reminder) (6): Target entangled, and in addition Trip: the Target must immediately execute a DEX(9) check. If the check fails, the target is Prone.

Whip, Serpent Blade
Leather Armor

Entangled targets are unable to take any action except to attempt to free themselves: to remove the entangling whip, the target must succeed on a DEX(8) or STR(9) skill check. This attempt, regardless the result, is the only action available in the unit activation. An Entangled target suffers a -2 TN modifier.

Mastiff

HP12

Melee

Missile

Move	Attack	DMG	Attack	DMG	Range	TN/ Shield	DR
10	2D+2	H				9	

#1

#2

#3

-2 Atk

-1 TN

-1 Move

-1 Atk

Special rule: Blood lust

Mastiff will always attack a wounded character if possible

STR2

Bite

Beastmaster

HP16

Melee

Missile

Move	Attack	DMG	Attack	DMG	Range	TN/ Shield	DR
5	3D+2	Lx2				10	-2

#1

-2 Atk

-1 TN

-1 Move

-1 Atk

Special rule: pack Master

If there are no Mastiff in play roll 1d6: (1-2): no effect (3-5): one Mastiff enters the game (6): two Mastiffs enter the game

Place the Mastiff on the edge of the map, on the point nearest to the Beastmaster. Immediately add the required activations markers to the pool.

Spiked Staff (2H)
Heavy Leather Armor

Enemy Group

If RL is 1 or 2 use Table I

If RL is 3 or 4 use Table II

Class A Encounter

Roll 1d6 and apply Warband modifier

Table I

(0-1): Slaver
(2): Slaver, Mastiff
(3-4): Slaver, Mastiff
(5): Slaver (x2), Mastiff
(6): Slaver, Beastmaster, Mastiff
(7+): Slaver, Beastmaster, Mastiff (x2)

Table II

(0-1): Slaver, Mastiff
(2): Slaver, Mastiff (x2)
(3-4): Slaver (x2), Mastiff (x2)
(5-6): Slaver (x2), Beastmaster, Mastiff
(7+): Slaver (x2), Beastmaster, Mastiff (x2)