

White Ape

HP	25
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— Melee — — Missile —

Move	Attack	DMG	Attack	DMG	Range	TN/ Shield	DR
7	2D+3	H*				12	-2

#1 ○ ○ ○ ○ ○ ○ ○ ○

○ ○ ○ ○ ○ ○ ○ ○

○ ○ ○ ○ ○ ○ ○ ○

#2 ○ ○ ○ ○ ○ ○ ○ ○

○ ○ ○ ○ ○ ○ ○ ○

○ ○ ○ ○ ○ ○ ○ ○

#3 ○ ○ ○ ○ ○ ○ ○ ○

○ ○ ○ ○ ○ ○ ○ ○

○ ○ ○ ○ ○ ○ ○ ○

+1 Atk -1 TN

***Special Damage: Bleed**
 A Player Character wounded by a White Ape 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: 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.

White Apes Leader

HP	32
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— Melee — — Missile —

Move	Attack	DMG	Attack	DMG	Range	TN/ Shield	DR
7	3D+1	H+2*				12	-4

#1 ○ ○ ○ ○ ○ ○ ○ ○

○ ○ ○ ○ ○ ○ ○ ○

○ ○ ○ ○ ○ ○ ○ ○

+1 Atk -1 TN

***Special Damage: Bleed**
 A Player Character wounded by a White Ape Leader starts bleeding (place a marker near the PC as a reminder). At the beginning of each activation, a bleeding character lose one HP.

White Apes

BEAST

Enemy Group A
 Roll 1d6, adding a RL :
 (2-5) White Ape
 (6-7) White Ape (x2)
 (8-10) White Ape (x3)

Enemy Group B
 Roll 1d6, adding a RL :
 (2-5) White Apes Leader, White Ape
 (6-7) White Apes Leader, White Ape (x2)
 (8-10) White Apes Leader, White Ape (x3)