

1

Baboon

Attack anyone 4" or less away
and a D6 \leq 3.

Fight	Hits	Move
4	1	2D6"

2

Black Rhino

Attack anyone 4" or less away
and a D6 \leq 3.

Fight	Hits	Move
6	2	2D6"

3

T-Rex

Attack anyone 4" or less away.

Fight	Hits	Move
9	3	2D6"

4

Dinosaur

Attack anyone 4" or less away
and animal is wounded.

Fight	Hits	Move
6	3	2D6"

5

Dread Baralanth

Attack anyone 6" or less away.

Fight	Hits	Move
8	2	2D6"

6

Tropical Yeti

Attack anyone 4" or less away.

Fight	Hits	Move
6	2	2D6"

7

Eland

Attack anyone 4" or less away
and a D6 \leq 3.

Fight	Hits	Move
3	1	2D6"

8

Elephant

Attack anyone 4" or less away
and animal is wounded.

Fight	Hits	Move
4	2	2D6"

9

Foo Dog

Attack anyone 4" or less away.

Fight	Hits	Move
6	3	2D6"

10

Giant Ant

Attack anyone 4" or less away
and a D6 \leq 3.

Fight	Hits	Move
6	2	2D6"

11

Giant Bee

Attack anyone 4" or less away
and a D6 \leq 3.

Fight	Hits	Move
5	1	3D6"

12

Giant Bobcat

Attack anyone 4" or less away.

Fight	Hits	Move
8	2	2D6"

13

Giant Butterfly

Will not attack.
Fight only if in contact.

Fight	Hits	Move
2	1	3D6"

14

Carnivorous Beetle

Attack anyone 4" or less away
and a D6 \leq 3.

Fight	Hits	Move
6	1	2D6"

15

Giant Dragon Fly

Attack anyone 6" or less away.

Fight	Hits	Move
3	1	3D6"

16

Giant Frog

Attack anyone 4" or less away
and a D6 \leq 3.

Fight	Hits	Move
2	2	2D6"

17

Giant Ladybug

Will not attack.
Fight only if in contact.

Fight	Hits	Move
2	2	2D6"

18

Huge Pincher Beetle

Attack anyone 4" or less away.

Fight	Hits	Move
6	2	2D6"

19

Giant Scarab

Attack anyone 4" or less away.

Fight	Hits	Move
5	2	2D6"

20

Giant Scorpion

Attack anyone 4" or less away.
Poison, -2 to Save Skill roll.

Fight	Hits	Move
6	2	2D6"

21

Giant Snake

Attack anyone 4" or less away.

Fight	Hits	Move
4	2	2D6"

22

Spitting Beetle

Attack anyone 4" or less away. If no one within 4", spit at closest human within 8".

Spit (3), if hit, you are knocked down. If down -2 to Fight. Takes one turn to stand.

Fight	Hits	Move
4	2	2D6"

23

Giant Spider

Attack anyone 4" or less away.

Fight	Hits	Move
6	1	2D6"

24

Great Ape

Attack anyone 4" or less away.

Fight	Hits	Move
6	2	2D6"

25

Greater Kudo

Attack anyone 4" or less away and a D6 \leq 3.

Fight	Hits	Move
3	1	2D6"

26

Jungle Bear

Attack anyone 4" or less away.

Fight	Hits	Move
5	2	2D6"

27

Terror Bird

Attack anyone 4" or less away.

Fight	Hits	Move
7	1	2D6"

28

Pterodactyl

Attack anyone 6" or less away.

Fight	Hits	Move
5	2	3D6"

29

Pterodon

Attack anyone 6" or less away.

Fight	Hits	Move
3	1	3D6"

30

Smilodon

Attack anyone 4" or less away.

Fight	Hits	Move
8	2	2D6"

31

Velociraptor

Attack anyone 4" or less away.

Fight	Hits	Move
8	1	2D6"

32

Wart Hog

Attack anyone 4" or less away
and a D6 \leq 3.

Fight	Hits	Move
4	1	2D6"

33

Water Buffalo

Attack anyone 4" or less away
and a D6 \leq 3.

Fight	Hits	Move
5	2	2D6"

34

Wild Mule

Will not attack.
Fight only if in contact.

Fight	Hits	Move
4	1	2D6"

35

Wildebeest

Attack anyone 4" or less away
and a D6 \leq 3.

Fight	Hits	Move
2	1	2D6"

36

Pigmy Mammoth

Attack anyone 4" or less away.

Fight	Hits	Move
5	2	2D6"

37

Gigantic Cobra

Attack anyone 4" or less away.
Poison, -2 SAVE Skill Roll if hit.

Fight	Hits	Move
6	2	2D6"

38

Fight	Hits	Move

39

Fight	Hits	Move

40

Fight	Hits	Move