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CROCODILE


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Wounds: 14
Move: 2
Weapon Skill: 2
Strength: 5
Toughness: 5
Attacks: 1 (special)

Opponent's WS 1 2 3 4 5 6 7 8 9 10
To Hit: FoE 3 4 4 4 5 5 6 6 6 6

Special Rules
Grapple: If the Crocodile makes a successful hit against a Warrior, that Warrior is now caught in the tight grip of the Crocodiles jaws.
The Warrior is now at -1 Toughness and -1 Weapon Skill until they either break free with a successful break from pinned test or until the Crocodile is slain.

VALUE 250G EACH



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GIANT CRAB


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Wounds: 6
Move: 3
Weapon Skill: 3
Strength: 5
Toughness: 6
Attacks: 2 (special)

Opponent's WS 1 2 3 4 5 6 7 8 9 10
To Hit: FoE 2 3 4 4 4 4 5 5 5 5

Special Rules
Grapple: The Crab makes an attack with each claw, if the Crab makes a successful hit against a Warrior, the Warrior is caught in the Crabs powerful claws.
The Warrior is now at -1 Weapon Skill until they either break free with a successful break from pinned test, or until the Crab is slain.

VALUE 170G EACH



EVENT



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BROWN BEAR

M

Wounds: 12
Move: 4
Weapon Skill: 3
Strength: 4
Toughness: 3
Attacks: 2

Opponent's WS 1 2 3 4 5 6 7 8 9 10
To Hit: FoE 2 3 4 4 4 4 5 5 5 6

VALUE 200G EACH



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GORILLA


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Wounds: 12
Move: 3
Weapon Skill: 3
Strength: 4
Toughness: 4
Attacks: 1 (special)

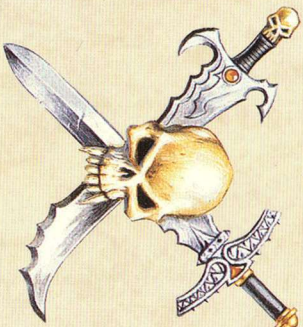
Opponent's WS 1 2 3 4 5 6 7 8 9 10
To Hit: FoE 2 3 4 4 4 4 5 5 5 6

Special Rules
The Gorilla can make one attack per round with it's fists with a Strength of 1D6+4.
If the Gorilla is not in melee combat it will pick up objects and throw them at the Warriors.
Objects thrown are as follows:
Range : 4
To Hit : 5+
Strength : 1D6+3

VALUE 220G EACH



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