




















Shapes

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
5	AGI	Agility											

Special Powers

Icon	Name	Description	Cost	Effect
	Beak	peck with a large and powerful beak	2	Halves armour and adds +1 damage
	Bite	large bite	3	+2 damage
	Breathe	breathe fire	10	4 damage to 6 hexes in a cone
	Carry	carry large objects	2 per size	With a successful To Hit roll, you may pick up any opponent of a smaller size class. And drop them elsewhere for 4 damage

	Charge	temporary surge of speed in combat	2	Add one extra speed for every 2 mana. Maximum of 4 speed. Must end in the same hex as an opponent.
	Claws	large claws	5	+3 damage.
	Climb	climb	2	Spend 2 Land Speed to climb a tree. Shapes of size Large, Medium or Small cannot attack unless they have Climb or have non-zero Air Speed. Any creature that can attack suffers a -1 to Attacks
	Constrict	squeeze opponents	2 per size	With a successful To Hit roll, you may squeeze any opponent of a smaller size class. Do a cumulative 2 points per turn (ie 2,4,6,8). Opponent cannot move until released or they change forms
	Flame	burst into fire	10	4 damage to 6 hexes in a circle around
	Hands	use objects	1 per size	Pick up and use an object. Only objects of the appropriate size can be used. Only two objects can be carried at a time. Dropping an object costs nothing and can be done anytime in your turn.
	Hug	squeeze opponents	2 per size	With a successful To Hit roll, you may squeeze any opponent of the same or smaller size class. Do a 3 points per turn damage. Opponent cannot move until released or they change forms
	Ink	spray ink	2 per hex	Fill up to 7 Water hexes (own and surrounding) with ink. All attacks within ink areas are at -2 to everyone. Ink disappears in 2 turns.
	Mace	spiky appendage	4	Halves armour and adds +2 damage
	Poison	inject poison	4	If damage gets past opponent's armour, it inflicts an additional 4 damage
	Regenerate	heal self	0	Recover 1 health every turn
	Rest	recover magical energy	0	Recover 10 mana
	Sprint	run short distances	1 per speed	Move a maximum of 7 above your Land Speed. Must not come within 1 hex of any opponent.
	Survival	survive in harsh climates	0	No damage from deserts
	Track	track opponents	0	Terrain does not block line of sight (ie you can move into HTH combat with an unseen opponent)
	Trap	stop opponents from moving	0	If your attack does damage, your opponent may not move until they change shape.

✖	Web	stop opponents from moving 2 per hex	Fill up to 7 non-Water hexes (own and surrounding) with web. All attacks within web areas are at -1 to everyone. Creatures of same size or larger can expend 3 Land Speed to destroy a web, otherwise it blocks movement and is permanent.
✖	Zap	deliver an electric shock 10	Ignore armour for your attack

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