

Bestiary

Animals	3
Aligator / Crocodile	3
Bat.....	3
Bat (Giant)	3
Bear (Large)	3
Bull.....	3
Dog / Wolf.....	3
Eagle.....	3
Horse (Riding).....	3
Horse (War)	3
Shark medium Maneater	3
Mule	3
Lion.....	3
Nosaur	3
Rat.....	3
Rat (Giant)	4
Shark great white	4
Snake, constrictor	4
Snake, venomous.....	4
Swarm.....	4
Monsters	5
Basilic.....	5
Dire Wolf (War Wolf of Orcs).....	5
Drake.....	5
☉Dragon.....	5
☉Dopelganger	5
Ogre	5
Minotaur	5
Giant Worm	5
Fimir (Shearl)	5
Fimir (Fimm).....	5
Fimir (Noble).....	6
☉Fimir (Dirach).....	6
Skaven Warrior	6
☉Fimir (Meargh)	6
Skaven Mage.....	6
Harpies	6
Troll.....	6
Hydra	7
Giant	7
Goblin	7
Orc	7
☉Orc Chieftain.....	7
Wyvern.....	7
Undeads	8
Dark Craw.....	8
Ghost	8
☉Vampire Ancient.....	8
Vampire young	8
Ghouls	8
☉Liche.....	8
Mummy	9
Skeleton	9
Zombie.....	9
Chaos	10
Chaos Beastman	10
☉Chaos Champion.....	10
Chaos Warrior.....	10
Demons	11
Demon Lesser.....	11

3Demon Greater (may Vary)	11
Elements	12
Earth Elemental	12
Fire Elemental	12
Ice Elemental	12
Light Elemental	12
Water Elemental	12
Wind Elemental	12
Tables	13
Chaos Mutation Table (Roll 1d10)	13
Elemental Weaknesses rules	13
Animals Rules	13

Animals

Aligator / Crocodile

Agility	4	Pace	3	Parry	6	Toughness	9
Smart	4 (A)	Armor +2				Fighting	8
Spirit	6	Bite : Str+2				Guts	6
Str	12					Swim	8
Vigor	10					Notice	6
Aquatic : pace 5 Rollover : if raise on Bite : + 2d4 Weakness : Fire Immune : Water							

Bat

Agility	6	Pace	1	Parry	4	Toughness	2
Smart	4 (A)	Bite : Str				Fighting	4
Spirit	4					Guts	4
Str	4					Notice	6
Vigor	4						
Flight : pace 6 Low Light Vision. Size -2 Small : attacker subtract 2 from their attack Random Flight : Move randmly in the air, attacker subtract 2 from their attack							

Bat (Giant)

Agility	6	Pace	1	Parry	4	Toughness	4
Smart	4 (A)	Bite : Str+1				Fighting	4
Spirit	6					Guts	6
Str	6					Notice	6
Vigor	6						
Flight : pace 8 Low Light Vision. Size -1 Random Flight : Move randmly in the air, attacker subtract 2 from their attack							

Bear (Large)

Agility	6	Pace	8	Parry	6	Toughness	10
Smart	6 (A)	Claws : Str+2				Fighting	8
Spirit	8					Swim	6
Str	12+4					Guts	10
Vigor	12					Notice	8
Bear Hug : if hit with a raise, opponent may only escape the hug on his action with an opposed strength roll Size +2							

Bull

Agility	6	Pace	7	Parry	4	Toughness	10
Smart	4 (A)	Bite : Str				Fighting	4
Spirit	8					Guts	8
Str	12+2					Notice	6
Vigor	12						
Gore : if 6" from opponent charge +4 damage Size +2							

Dog / Wolf

Agility	8	Pace	8	Parry	5	Toughness	4
Smart	6 (A)	Bite : Str+1				Fighting	6
Spirit	6					Guts	6
Str	6					Notice	10
Vigor	6						
Go for thr throat : on a raise, bite the opponent's less armored location. Fleet Footed : d10 when running Size -1							

Eagle

Agility	8	Pace	3	Parry	5	Toughness	5
Smart	8 (A)	Claws : Str+2				Fighting	6
Spirit	8					Guts	6
Str	6					Notice	10
Vigor	6						
Flight : pace 12 Picking attack : +4 attack Weakness : Wind (Not elemental whenever striking by a wind attack, may lose control and not act this turn)							

Horse (Riding)

Agility	8	Pace	10	Parry	4	Toughness	8
Smart	4 (A)	Kick : Str				Fighting	4
Spirit	6					Guts	6
Str	12					Notice	6
Vigor	8						
Fleet Footed : d8 when running Size +2							

Horse (War)

Agility	6	Pace	8	Parry	6	Toughness	10
Smart	4 (A)	Kick : Str+1				Fighting	8
Spirit	6					Guts	8
Str	12+2					Notice	6
Vigor	10						
Fleet Footed : d8 when running Size +3							

Shark medium Maneater

Agility	8	Pace	--	Parry	6	Toughness	5
Smart	4 (A)	Bite : Str+2				Fighting	8
Spirit	6					Guts	6
Str	8					Notice	12
Vigor	6					Swim	10
Aquatic : Pace 10							

Mule

Agility	4	Pace	6	Parry	2	Toughness	8
Smart	4 (A)	Kick : Str				Fighting	8
Spirit	6					Guts	8
Str	8					Notice	6
Vigor	8						
Fleet Footed : d8 when running Ornery : -1 to Riding rolls when riding them Size +2							

Lion

Agility	8	Pace	8	Parry	6	Toughness	8
Smart	6 (A)	Bite/Claws : Str+2				Fighting	8
Spirit	10					Guts	8
Str	12					Notice	6
Vigor	8						
Improved Frenzy : 2 fighting attacks per round Pounce : +4 attack and damages,-2 parry leap from 1d6" Size +2							

Nosaur

Agility	8	Pace	12	Parry	4	Toughness	7
Smart	4 (A)	Bite : Str				Fighting	4
Spirit	4					Notice	6
Str	12						
Vigor	8						
Fleet Footed : 1d10 when running Timorous : May Flee when engage in combat. Size +1							

Rat

Agility	4	Pace	8	Parry	4	Toughness	2
Smart	4 (A)	Bite : Str				Fighting	4
Spirit	4					Notice	4
Str	4						
Vigor	4						
Size -2							
Small : attacker subtract 2 from their attack							

Rat (Giant)

Agility	4	Pace	8	Parry	4	Toughness	4
Smart	4 (A)	Bite : Str+1				Fighting	4
Spirit	4					Notice	4
Str	6						
Vigor	6						
Size -1							
Infection : The bite of a rat have a chance of causing infected wounds. Whenever a character is Shaken or Wounded by a rat, they must make a Vigor roll or suffer from infected wounds. At the beginig of each turn he must success in a vigor roll +2 or take a fatigue level. A successfull healing roll may entangle the infection							

Shark great white

Agility	8	Pace	--	Parry	7	Toughness	12
Smart	4 (A)	Bite: Str+3				Fighting	10
Spirit	8					Guts	8
Str	12+4					Notice	12
Vigor	12					Swim	10
Aquatic : Pace 10							
Large : Attackers adds +2 to their attack							
Size +4							

Snake, constrictor

Agility	4	Pace	4	Parry	5	Toughness	5
Smart	4 (A)	Bite : Str				Fighting	6
Spirit	8					Guts	6
Str	6					Notice	10
Vigor	6						
Constrict : a raise on an attack constrict the foe that suffer str+3 per round. Opposed strength rool to escape							

Snake, venomous

Agility	8	Pace	10	Parry	6	Toughness	2
Smart	4 (A)	Bite : Str				Fighting	8
Spirit	6					Guts	6
Str	4					Notice	12
Vigor	4						
Poison : if bitten by a snake vigor roll at -2. On success the victim is exhausted until healed. On a failure the victim is incapacitated and must make a second vigor roll or die in 2d6 minutes (depending on the snake).							
Quick : discard action cards of 5 or lower and draw an other							
Size -2							
Small : attacker subtract 2 from their attack							

Swarm

Agility	10	Pace	10	Parry	4	Toughness	7
Smart	4 (A)	Bite or sting : 2d4 in				Notice	6
Spirit	12	medium template					
Str	8						
Vigor	10						
Split : Can divide in 2 groups of toughness 5 and small template							
Swarm : Parry+2,immune tu cutting and piercing weapon							

Monsters

Basilic

Agility	6	Pace	6	Parry	5	Toughness	7
Smart	4 (A)	Bite/Claws : Str+2				Fighting	6
Spirit	6					Intimidation	6
Str	8					Notice	6
Vigor	8						
Petrify : basilics can petrify a foe by looking at him with an opposed Spirit roll.							
Size +1							

Dire Wolf (War Wolf of Orcs)

Agility	8	Pace	10	Parry	6	Toughness	6
Smart	4 (A)	Bite : Str+2				Fighting	8
Spirit	6					Intimidation	8
Str	8					Guts	8
Vigor	8					Notice	6
Go for thr throat : on a raise, bite the opponnent's less armored location.							
Fleet Footed : d10 when running							

Drake

Agility	6	Pace	4	Parry	7	Toughness	17
Smart	6 (A)	Claws/Bite : Str+3				Fighting	10
Spirit	10	Fear				Intimidation	12
Str	12+6	Armor + 4				Guts	12
Vigor	12					Notice	8
Fiery Breath : Breath fire (cone template) 2d10 damage + may catch fire , Agility -2 to avoid							
Large : Attackers attack roll +2							
Size +5							
Tail Lash : sweep of the tail (2" long 5" large) Str-2							
Immune : Fire							

Dragon

Agility	8	Pace	8	Parry	6	Toughness	20
Smart	8	Claws/Bite : Str+3				Fighting	10
Spirit	10	Fear -2				Intimidation	12
Str	12+9	Armor + 4				Guts	12
Vigor	12					Notice	12
Fiery Breath : Breath fire (cone template) 2d10 damage + may catch fire , Agility -2 to avoid							
Huge : Attackers attack roll +4							
Size +8							
Flight : Pace 24							
Improved frenzy : 2 fighting attacks (not FB)							
Level headed : Act on the best of 2 cards.							
Tail Lash : sweep of the tail (2" long 5" large) Str-2							
Immune : Fire							

Doppelganger

Agility	8	Pace	6	Parry	6	Toughness	5
Smart	6	Gears :				Fighting	8
Spirit	6	May wield weapon and armor				Intimidation	6
Str	6					Guts	8
Vigor	6					Notice	10
Fearless							
Change form : can take the form of any humanoid, Smart -2 to find that there is something strange.							

Ogre

Agility	6	Pace	7	Parry	6	Toughness	10
Smart	4	Gears :				Fighting	8
Spirit	6	Thick hides +1				Intimidation	8
Str	12+3	Massive club : Str+3				Guts	8
Vigor	10					Notice	4
Size +2							
Sweep : attack all adjacent foes with -2							

Minotaur

Agility	8	Pace	8	Parry	7	Toughness	11
Smart	6	Bite Str				Fighting	10
Spirit	8	Gears :				Intimidation	12
Str	12+2	Spear : Str+2 reach 1				Guts	12
Vigor	12	Leather Armor +1				Notice	10
Fleet Footed : d10 when running							
Gore : Str+4 if charge at least 6" before.							

Giant Worm

Agility	6	Pace	6	Parry	5	Toughness	22
Smart	6 (A)	Bite : Str+3				Fighting	6
Spirit	10	Armor + 4				Stealth	10
Str	12+10					Guts	8
Vigor	12					Notice	10
Burrow : can disapear and reappear within 20" the next action							
Huge : Attackers attack roll +4							
Size +10							
Slam : Slam the opponent (fighting vs agility) 4d6 damage							
Fearless : Can be frightened.							

Fimir (Shearl)

Agility	4	Pace	6	Parry	5	Toughness	6
Smart	4					Fighting	6
Spirit	4					Guts	4
Str	6					Notice	4
Vigor	6					Stealth	4
Low Light Vision : no vision penalties if in mist							
Monocular Vision : -1 Shooting and Throwing if not in mist							
Size : +1							
Weakness (sunlight) : if exposed to sunlight without a covering mist (natural or magical), a Fimir suffers -1 to all tests and must make a Guts test upon first exposure or become Shaken.							

Fimir (Fimm)

Agility	6	Pace	6	Parry	6	Toughness	8
Smart	6	Gears :				Fighting	8
Spirit	4	Mace : Str+2				Intimidation	6
Str	6	Chain mail +2				Guts	6
Vigor	6					Notice	4
Low Light Vision : no vision penalties if in mist							
Monocular Vision : -1 Shooting and Throwing if not in mist							
Size : +1							
Tail Lash : a Fimm warrior may attack with it's knobbed, spiked tail to any rear or side facing as if they had the Sweep edge. The Fimm tail does Strength+2 damage.							
Weakness (sunlight) : if exposed to sunlight without a covering mist (natural or magical), a Fimir suffers -1 to all tests and must make a Guts test upon first exposure or become Shaken.							

Fimir (Noble)

Agility	6	Pace	6	Parry	7	Toughness	8
Smart	6	Gears :				Fighting	10
Spirit	6	2 axes : Str+2				Guts	6
Str	6	Chain mail +2				Notice	6
Vigor	8					Stealth	6
Low Light Vision: no vision penalties if in mist						Throwing	4
Monocular Vision: -1 Shooting and Throwing if not in mist							
Size: +1							
Two Fisted : ignore the -2 penalty for multi-action.							
Tail Lash : a Nobe warrior may attack with it's knobbed, spiked tail to any rear or side facing as if they had the Sweep edge. The Noble tail does Strength+3 damage.							
Weakness (sunlight): if exposed to sunlight without a covering mist (natural or magical), a Fimir suffers -1 to all tests and must make a Guts test upon first exposure or become Shaken.							

Fimir (Dirach)

Agility	4	Pace	6	Parry	6	Toughness	6
Smart	8	Gears :				Fighting	6
Spirit	6	2 axes : Str+2				Guts	6
Str	6	Chain mail +2				Notice	6
Vigor	6					Intimidation	6
Low Light Vision: no vision penalties if in mist						Knldg-Demon	6
Monocular Vision: -1 Shooting and Throwing if not in mist						Summon	6
Size: +1						Demonology :	
Magic Fog: When Magic fog is cast by a Dirach, it is given the Mist trapping. Enemies who enter the Mist must make a Spirit roll or suffer -1 to all actions while in the Mist. For double the Power Point cost, the Mist may be made toxic, requiring an additional Vigor check after the Spirit check, above. If the target fails, she is Shaken.						15 MP.	
Weakness (sunlight): if exposed to sunlight without a covering mist (natural or magical), a Fimir suffers -1 to all tests and must make a Guts test upon first exposure or become Shaken.						Fear : 2MP	
						Magic fog 2MP	
						Can summon minor Demons.	
						For 3 MP.	

Skaven Warrior

Agility	8	Pace	7	Parry	5	Toughness	6
Smart	4	Gears :				Fighting	6
Spirit	6	Short sword : Str+2				Climb	6
Str	6	Leather armor +1				Notice	4
Vigor	6	Bite/Claws Str+1				Stealth	6
Infection: The bite and knives of Skaven have a chance of causing infected wounds. Whenever a character is Shaken or Wounded by a Skaven, they must make a Vigor roll or suffer from infected wounds. At the beginig of each turn he must succes in a vigor roll +2 or take a fatigue level. A successfull healing roll may entangle the infection						Throwing	4
Low Light Vision:							

Fimir (Meargh)

Agility	4	Pace	6	Parry	6	Toughness	6
Smart	10	Gears :				Fighting	6
Spirit	10	2 axes : Str+2				Guts	8
Str	4	Chain mail +2				Notice	8
Vigor	6					Intimidation	8
Low Light Vision: no vision penalties if in mist						Knolege Demons	10
Monocular Vision: -1 Shooting and Throwing if not in mist						Summon	8
Size: +1						Demonology :	
Magic Fog: When Magic fog is cast by a Dirach, it is given the Mist trapping. Enemies who enter the Mist must make a Spirit roll or suffer -1 to all actions while in the Mist. For double the Power Point cost, the Mist may be made toxic, requiring an additional Vigor check after the Spirit check, above. If the target fails, she is Shaken.						25 MP.	
Weakness (sunlight): if exposed to sunlight without a covering mist (natural or magical), a Fimir suffers -1 to all tests and must make a Guts test upon first exposure or become Shaken.						Fear : 2MP	
						Magic fog 2MP	
						Barrier : 1MP	
						Dispel : 3 MP	
						Can summon a major Demon.	
						For 20 MP.	

Skaven Mage

Agility	6	Pace	7	Parry	4	Toughness	4
Smart	8	Gears :				Fighting	4
Spirit	8	Staff : Str+1 reach 1				Climb	4
Str	4	Bite/Claws Str+1				Notice	8
Vigor	6	2 warpstones				Stealth	4
Infection: The bite and knives of Skaven have a chance of causing infected wounds. Whenever a character is Shaken or Wounded by a Skaven, they must make a Vigor roll or suffer from infected wounds. At the beginig of each turn he must succes in a vigor roll +2 or take a fatigue level. A successfull healing roll may entangle the infection						Spellcasting	8
Low Light Vision:						10 MP	
Warpstone Magic: Clan Skryre Warlocks can cast spells, but can only recover Power Points by consuming refined Warpstone (with one dose restoring 1-6 Power Points).						Fear : 2MP	
						Obscure : 2 MP	
						Bio : 3MP : 2d6	
						damages on small burst	
						template, Cause infection on a	
						raise.	

Harpies

Agility	6	Pace	4	Parry	6	Toughness	5
Smart	4	Claws Str+1				Fighting	8
Spirit	8					Throwing	6
Str	6					Guts	4
Vigor	6					Notice	6
Flight : pace 8							
Picking attack : +4 attack							
Weakness : Wind (Not elemental whenever striking by a wind attack, may lose control and not act this turn)							

Troll

Agility	6	Pace	7	Parry	6	Toughness	10
Smart	4	Gears :				Fighting	8
Spirit	6	Spiked club Str+3				Intimidation	10
Str	12+2	Claws Str+1				Guts	10
Vigor	10	Rubbery hide +1				Notice	6
Improved sweep : attack all adjacent foes						Swim	6
Fast regeneration : one healing roll by turn unless wound were caused by fire damages						Throwing	6
Size +2							

Hydra

Hydra are composed of a body and of 3+1d6 heads, to kill an hydra players must kill the body or kill all the heads. Only the body is a wild card.

The Body can only be shaken if all the haeds are shaken.

Body

Agility	4	Pace	4	Parry	7	Toughness	20
Smart	6	Thick Skin : +8				Fighting	10
Spirit	10	Spiked tail : +2				Intimidate	12
Str	12+4	Claws : +3				Guts	12
Vigor	12					Notice	10
Size +4							
Large : Attackers attack roll +2							
Improved frenzy : 2 fighting attacks (not Tail lash)							
Level headed : Act on the best of 2 cards.							
Tail Lash : sweep of the tail (2" long 5" large) Str-2							
Immune : Fire							

Head

Agility	10	Pace	-	Parry	8	Toughness	11
Smart	6	Bite : +4				Fighting	12
Spirit	10	Thick skin : +3				Intimidate	10
Str	12					Guts	10
Vigor	12					Notice	10
Fiery Breath : Breath fire (cone template) 2d8 damage + may catch fire , Agility -2 to avoid							
Immune : Fire							

Giant

Agility	6	Pace	8	Parry	5	Toughness	14
Smart	4	Gears :				Fighting	6
Spirit	6	Geat Axe Str+4 (1 handed)				Intimidate	8
Str	12+4	Steel Armor : +2				Guts	8
Vigor	12					Notice	4
Size +4							
Large : Attackers attack roll +2							
Throw Rock : Range : 10, Str							
Alcoholism : The Giant may be drunk. If so he make an agility roll -2. With a success he can continue the fight else he fall to the ground (3 "/5"). Anyone in the range may suffer 3d6 damage. When on ground he can't get up for 3 turns, his pary is reduce by 1 and his fighting roll by 2,he is probably unarmed and can't throw rocks.							

Goblin

Agility	8	Pace	5	Parry	5	Toughness	4
Smart	6	Gears :				Fighting	6
Spirit	6	Short spear : Str+1				Climb	6
Str	4					Guts	4
Vigor	6					Notice	6
Infravision : ½ penalty due to dark							
Size -1							
						Taunt	6
						Shooting	8
						Stealth	10
						Throwing	6
						Swim	6

Orc

Agility	6	Pace	6	Parry	5	Toughness	7
Smart	4	Gears :				Fighting	6
Spirit	6	Leather Armor +1				Intimidation	8
Str	8	Short sword : Str+2				Guts	8

Vigor	6			Notice	6
Infravision : ½ penalty due to dark				Shooting	6
Size +1				Stealth	6
				Throwing	6

Orc Chieftain

Agility	8	Pace	6	Parry	8	Toughness	10
Smart	6	Gears :				Fighting	12
Spirit	6	Chest Plate +3				Intimidation	10
Str	10	Plate arms & legs +2				Guts	8
Vigor	8	Battle axe : Str+4				Notice	6
Infravision : ½ penalty due to dark							
Size +1							
Sweep : attack all adjacent foes with -2							
						Shooting	8
						Stealth	6
						Throwing	8

Wyvern

Agility	8	Pace	5	Parry	5	Toughness	8
Smart	4	Claws/Bite : Str+3				Fighting	8
Spirit	6	Size +2				Guts	6
Str	10					Notice	10
Vigor	8						
Flight : page 12							
Picking attack : +4 attack							
Weakness : Wind (Not elemental whenever striking by a wind attack, may lose control and not act this turn)							

Undeads

Dark Crow

Agility	6	Pace	5	Parry	5	Toughness	7
Smart	4	Claws/Bite : Str+2		Fighting		6	
Spirit	6	Size +1		Guts		6	
Str	8			Notice		10	
Vigor	6			Throwing		8	

Flight : pace 10
Picking attack : +4 attack
Weakness : Wind (Not elemental whenever striking by a wind attack, may lose control and not act this turn)
Weakness : Light magic
Halves : darkness

Ghost

Agility	6	Pace	6	Parry	5	Toughness	5
Smart	6	Gears :		Fighting		6	
Spirit	10	Thrown object : Str+1		Intimidate		12+2	
Str	6	Fear -2		Taunt		10	
Vigor	6			Notice		12	

Ethereal : Can only be armed by magical attack
Weakness : Light magic
Halves : darkness

Vampire Ancient

Agility	8	Pace	6	Parry	7	Toughness	10
Smart	10	Claws Str+1		Fighting		10	
Spirit	10			Intimidation		12	
Str	12+3			Guts		10	
Vigor	12			Notice		8	

Change form : smart roll -2 change into a bat or a wolf. Smart roll to cancel.
Charm : Cast the puppet power on a opposite sex target on a smart roll. One target at a time.
Children of the night : smart roll -2 Summon 1D6 wolves or swarms of rats in 1d6+2 rounds.
Improved Frenzy : 2 attacks per round
Level headed : act on the best of 2 cards
Mist : smart roll -2 change into mist.
Sire : Anyone slain by a vampire have 50% chances to raise as vampire in 1d4 days.
Undead : +2 tghnss, 2 from recover, . Called shot no extra dmg, Arrows, bullets, piercing attacks : ½ dmg
Weakness : light magic
Weakness : Sunlight. Catch fire in sunlight. 2d1à damage per round
Weakness : Holy Symbol. A vampire who wants attack a holy symbol holding foe mustbeat him in an opposed Spirit roll
Weakness : Invitation only. May not enter in a private dwelling without invitation
Weakness : Stake to the Heart. If hit with a called shot to the heart (-6) must make a vigor roll th damage.If successful ittakes damage normaly, if it fails,it desintegrate to dust.
Immune : darkness

Vampire young

Agility	8	Pace	6	Parry	6	Toughness	9
Smart	8	Claws Str+1		Fighting		10	
Spirit	8			Intimidation		12	
Str	12+1			Guts		10	
Vigor	10			Notice		8	

Frenzy : 2 attack per round at -2
Level headed : act on the best of 2 cards
Sire : Anyone slain by a vampire have 50% chances to raise as vampire in 1d4 days.
Undead : +2 tghnss, 2 from recover, . Called shot no extra dmg, Arrows, bullets, piercing attacks : ½ dmg
Weakness : light magic
Weakness : Sunlight. Catch fire in sunlight. 2d1à damage per round
Weakness : Holy Symbol. A vampire who wants attack a holy symbol holding foe mustbeat him in an opposed Spirit roll
Weakness : Invitation only. May not enter in a private dwelling without invitation
Weakness : Stake to the Heart. If hit with a called shot to the heart (-6) must make a vigor roll th damage.If successful ittakes damage normaly, if it fails,it desintegrate to dust.
Halves : darkness

Ghouls

Agility	6	Pace	5	Parry	5	Toughness	8
Smart	4	Claws Str		Fighting		6	
Spirit	6			Intimidation		6	
Str	6			Notice		4	
Vigor	8			Shooting		6	

Fearless : immune to fear and intimidation
Undead : +2 tghnss, 2 from recover. Called shot no extra dmg,Arrows, bullets, piercing attacks : ½ dmg
Weakness : Light magic
Weakness : Head. Shot to Ghouls' head are+2 damage,piercing do normal dmg.
Halves : darkness
Paralyse : On a raise a ghoul may paralyse a foe. On a failed sprit roll, the foe can't move or attk for 1d4 turns/

Liche

Agility	6	Pace	6	Parry	6	Toughness	15
Smart	12+2	Gears :		Fighting		8	
Spirit	10	Magical armor +6		Guts		12	
Str	10	Magical items		Notice		10	
Vigor	10			Intimidation		12	

Death touch : touching attack (+2), every raise on the fighting roll inflict 1 wound
Spells : 50 Power points + all available spells
Undead : +2 tghnss, 2 from recover, . Called shot no extra dmg, Arrows, bullets, piercing attacks : ½ dmg
Zombie : always surrounded by 4d10 Zombies.
Weakness : Light magic
Immune : darkness

Mummy

Agility	4	Pace	4	Parry	5	Toughness	9
Smart	6	Punch : Str				Fighting	6
Spirit	6					Intimidation	8
Str	8					Notice	6
Vigor	10						

Fearless : immune to fear and intimidation

Undead : +2 tghnss, 2 from recover. Called shot no extra dmg, Arrows, bullets, piercing attacks : ½ dmg

Weakness : Light magic, Fire.

Weakness : Head. Shot to Mummy's head are+2 damage, piercing do normal dmg.

Halves : darkness

Skeleton

Agility	8	Pace	7	Parry	5	Toughness	6
Smart	4	Gears :				Fighting	6
Spirit	4	Bonny claws or rusted				Guts	6
Str	6	swords +1				Notice	4
Vigor	4					Shooting	6

Fearless : immune to fear and intimidation

Undead : +2 tghnss, 2 from recover, . Called shot no extra dmg, Arrows, bullets, piercing attacks : ½ dmg

Weakness : Light magic

Halves : darkness

Zombie

Agility	6	Pace	4	Parry	5	Toughness	7
Smart	4	Claws Str				Fighting	6
Spirit	4					Intimidation	6
Str	6					Notice	4
Vigor	6					Shooting	6

Fearless : immune to fear and intimidation

Undead : +2 tghnss, 2 from recover. Called shot no extra dmg, Arrows, bullets, piercing attacks : ½ dmg

Weakness : Light magic

Weakness : Head. Shot to zombie's head are+2 damage, piercing do normal dmg.

Halves : darkness

Chaos

Chaos Beastman

Agility	6	Pace	6	Parry	6	Toughness	7
Smart	4	Gears :				Fighting	6
Spirit	4	Hide: +1				Intimidation	6
Str	8	Claws/Bite : Str+1				Guts	6
Vigor	8	May have Weapons				Notice	6
Animal Senses: +2 Notice						Stealth	4
Mutations : 1d6 Mutation roll on the Chaos mutation table							
Halves : Darkness							
Weakness : Light							

9Chaos Champion

Agility	8	Pace	5	Parry	7	Toughness	12
Smart	6	Gears :				Fighting	10
Spirit	10	Darker Armor +4				Intimidation	10
Str	10	Great Sword : Str+4 2				Guts	8
Vigor	12	hands				Notice	6
Improved Sweep : Attack adjacent Foes							
Fearless							
Immune : Darkness							
Weakness : Light							

Chaos Warrior

Agility	6	Pace	5	Parry	6	Toughness	10
Smart	6	Gears :				Fighting	8
Spirit	8	Dark Armor +3				Intimidation	8
Str	10	Long Sword : Str+3				Guts	8
Vigor	10					Notice	6
Sweep : Attack adjacent Foes at -2							
Halves : Darkness							
Weakness : Light							

Demons

Demon have Darkness element Attack and can't be armed by non magical attack or weapon.

Demon Lesser

Agility	8	Pace	6	Parry	6	Toughness	6
Smart	6	Claws : Str+1				Fighting	8
Spirit	6	Demonic Aura +1				Intimidation	6
Str	8					Taunt	6
Vigor	6					Notice	6
Fear Fearless Fly : Pace 12 Level Headed : Act on the best of 2 cards Immune : Darkness Weakness : Light							

9Demon Greater (may Vary)

Agility	12	Pace	6	Parry	9	Toughness	22
Smart	12	Claws : Str+4				Fighting	12+2
Spirit	12	Demonic Aura +10				Intimidation	12
Str	12+10					Guts	12
Vigor	12+6					Notice	12
Fear -2 Fearless Fly : Pace 12 Improved Level Headed : Act on the best of 3 cards Improved Frenzy : Attack 2 times per round Immune : Darkness Weakness : Light Dark Hell : spirit-2 for 3d10 damage in large burst template. Can't attack the same round							

Elements

Elements have element attack and can't be armed by non magical attack or weapon.

Earth Elemental

Agility	6	Pace	5	Parry	5	Toughness	11
Smart	6	Armor +4				Fighting	6
Spirit	8						
Str	8						
Vigor	10						

Construct: Constructs add +2 when attempting to recover from being Shaken. Constructs do not suffer additional damage from called shots. Arrows, bullets, and other piercing attacks do half-damage as elementals generally have no vital organs. Construct Wild Cards never suffer from Wound Modifiers. Constructs do not suffer from disease or poison.

Fearless

Tunnelling: Pace 5 underground

Fire Elemental

Agility	8	Pace	6	Parry	6	Toughness	6
Smart	6	Burning Fist +1				Fighting	8
Spirit	8						
Str	8						
Vigor	8						

Construct: Constructs add +2 when attempting to recover from being Shaken. Constructs do not suffer additional damage from called shots. Arrows, bullets, and other piercing attacks do half-damage as elementals generally have no vital organs. Construct Wild Cards never suffer from Wound Modifiers. Constructs do not suffer from disease or poison.

Fearless

Fire Aura: Mellee attacker take 2d6 damage due to fire

Immune : Fire

Weakness : Ice/Water

Ice Elemental

Agility	8	Pace	6	Parry	5	Toughness	7
Smart	6	Ice Claws +1				Fighting	6
Spirit	8						
Str	8						
Vigor	10						

Construct: Constructs add +2 when attempting to recover from being Shaken. Constructs do not suffer additional damage from called shots. Arrows, bullets, and other piercing attacks do half-damage as elementals generally have no vital organs. Construct Wild Cards never suffer from Wound Modifiers. Constructs do not suffer from disease or poison.

Fearless

Ice Bite : Mellee attacker take 2d6 damage due to cold

Immune : Ice

Weakness : Fire

Light Elemental

Agility	8	Pace	6	Parry	5	Toughness	6
Smart	8					Fighting	8
Spirit	8						
Str	6						
Vigor	8						

Construct: Constructs add +2 when attempting to recover from being Shaken. Constructs do not suffer additional damage from called shots. Arrows, bullets, and other piercing attacks do half-damage as elementals generally have no vital organs. Construct Wild Cards never suffer from Wound Modifiers. Constructs do not suffer from disease or poison.

Fearless

Light speed : Can teleport in an area of 20" and get a +2 attack as it surprise the foe.

Level-headed: Act on the best of two cards.

Immune : Light

Weakness : Darkness

Water Elemental

Agility	8	Pace	6	Parry	5	Toughness	6
Smart	6					Fighting	6
Spirit	8						
Str	8						
Vigor	8						

Construct: Constructs add +2 when attempting to recover from being Shaken. Constructs do not suffer additional damage from called shots. Arrows, bullets, and other piercing attacks do half-damage as elementals generally have no vital organs. Construct Wild Cards never suffer from Wound Modifiers. Constructs do not suffer from disease or poison.

Fearless

Swim : Pace 12

Drench: Water Elementals can extinguish all natural fires (torches, lanterns, bonfires) within 8" by spending an action.

Immune : Water

Weakness : Fire

Wind Elemental

Agility	10	Pace	6	Parry	5	Toughness	6
Smart	6					Fighting	6
Spirit	8						
Str	6						
Vigor	8						

Construct: Constructs add +2 when attempting to recover from being Shaken. Constructs do not suffer additional damage from called shots. Arrows, bullets, and other piercing attacks do half-damage as elementals generally have no vital organs. Construct Wild Cards never suffer from Wound Modifiers. Constructs do not suffer from disease or poison.

Fearless

Flight: Pace 12

Level-headed: Act on the best of two cards.

Tables

Chaos Mutation Table (Roll 1d10)

1	Blood Rage	As the Berserk Edge.
2	Multiple Arms	+1d4 arms, the beastman may use the Sweep Edge limited by the actual number of arms.
3	Prehensile Tail	The beastman may wield a weapon with its tail and that weapon can strike to any facing; the beastman also gains the Frenzy Edge.
4	Tough Hide	Toughness +2.
5	Poisonous Bite	Anyone bit by the beastman must make a Vigor roll at -2 or die within 2d6 minutes unless treated successfully by a Healing roll at -2.
6	Wizard	10 power points, Spellcasting d6, Dark Bolt : Bolt rules with darkness element
7	Beast Legs	Pace 8, running die is d6.
8	One Leg	Pace x1/2, cannot run.
9	Tentacles	Fighting d6, no Claw attack, may only use crushing weapons.
10	Headless	Head set into chest, called shot to head is -6 instead of -4.

Elemental Weaknesses rules

When a weapon is enhanced with some elemental power (Fire, Ice, Water, Earth, Wind, Light, darkness) it take a +2 damage Bonus.

If a foe as the corresponding elemental weakness it take a +1d4 damage from that weapon.

The same rule apply for elemental magic.

Animals Rules

All animals with a (A) smart except Drakes are afraid of fire.They may success in a guts roll or run away.