

Animal	#App	Size	To Hit	Attacks	Damage	Pen	Range	Hits	Initiative	Armor	Behavior	Speed
Ape, Chimpanzee	2D10	35 kg	9	1 Bite, 2 Claw	1D6+1/1D6+2/1D6+2	Nil	S	15	6	Nil	F12/A5	5/15/30
Ape, Gorilla	2D10	180 kg	12	1 Bite, 2 Claw	1D6+2/2D6+1/2D6+1	Nil	S	55	5	Nil	F14/A5	5/15/30
Ape, Orangutan	1D3	90 kg	10	1 Bite, 2 Claw	1D6+1/1D6+2/1D6+2	Nil	S	25	5	Nil	F15/A4	5/10/25
Badger	1D2	20 kg	6	1 Bite	2D6-2	Nil	S	10	4	Nil	A8/F7	5/10/30
Bat	1D100	1 kg	2	1 Bite	1D6-3	Nil	S	1	6	Nil	F16/A2	6/20/60
Bear, Black	1	400 kg	12	1 Bite, 2 Claw	2D6/3D6/3D6	Nil	L	40	5	Nil	A7/F7	10/20/40
Bear, Brown/Grizzly	1	800 kg	12	1 Bite, 2 Claw	3D10/3D10/3D10	Nil/Nil/2	L	80	5	1	A7/F7	10/20/40
Bear, Polar	1	900 kg	12	1 Bite, 2 Claw	3D10/3D10/3D10	Nil/Nil/2	L	105	5	1	A7/F7	10/20/40
Bison	1D10	800 kg	8	1 Butt	3D6	Nil	S	60	5	1	F11/A7	10/20/40
Camel	1D6	135 kg	8	1 Bite	2D6+3	Nil	S	40	5	Nil	A7/F8	15/30/50
Cassowary	1D6-2	60 kg	12	1 Bite, 2 Claw	1D2/1D6+2/1D6+2	Nil/2/2	S	25	4	Nil	A14/F6	15/30/50
Cat, Wild	1D3	4 kg	7	1 Bite, 2 Claw	1D2/1D2/1D2	Nil	S	2	6	Nil	F16/A4	15/20/60
Cattle, Wild	1D10	800 kg	4	1 Diving Blow	2D6	Nil	S	50	5	1	F11/A7	10/20/40
Cheetah	1D6+3	55 kg	8	1 Bite, 2 Claw	2D6-1/1D6-2 /1D6-2	Nil	S	40	7	Nil	As/Fs	15/40/80
Crocodile	1D2	300 kg	8	1 Bite or 1 Tail Slap	3D6 or 2D10+3	Nil	S	45	5	2	F11/A8	5/10/20
Dog, Wild	3D6	25 kg	6	1 Bite	1D6-2	Nil	S	6	5	Nil	Am/F7	15/30/60
Dog, Large Wild	3D6	40 kg	7	1 Bite	2D6-1	Nil	S	25	6	Nil	Am/F7	15/30/60
Donkey	1D6	200 kg	6	1 Bite	1D2	Nil	S	25	4	Nil	F12/A5	10/20/40
Eagle	1D3	9 kg	7	1 Bite, 2 Claw	1D6-2/1D3/1D3	Nil	S	10	7	Nil	A6/F12	10/20/80
Elephant	1D6	3200 kg	11	1 Trunk and 2 Stamps or 1 Gore	5D6-1/2D10+2/2D10+2 or 4D10	Nil or 1	L	165	4	1	F11/A7	10/20/30
Feral Pig (Juvenile)	1D6-2	50 kg	5	1 Gore	1D6	Nil	S	10	6	1	F15/A4	5/8/25
Feral Pig (Adult)	1D6-2	100 kg	7	1 Gore	2D6	Nil	S	20	6	1	F12/A7	6/10/30
Feral Pig (Large Adult)	1-2	150 kg	9	1 Gore	2D6+3	2	S	30	8	1	F10/A6	8/12/32
Feral Pig (Huge Adult)	1	250 kg	11	1 Gore	1D10+2	2	M	45	11	2		
Feral Pig ("Hogzilla")	1	300-400 kg	13-15	1 Gore	1D10+4 to 1D10+6	1	M	50-75	13	2-3	F8/A8	9/14/34-10/16/40
Fowl	2D10	1-6 kg	8	1, Various	1D6-2	Nil	S	1	7	Nil	F16/A2	6/20/80
Game	2D6	1-5 kg	2	1, Various	1D6-1	Nil	S	6	6	Nil	F18/A2	10/20/40
Grazer	2D6	60-100 kg	2	1, Various	1D6-1	Nil	S	20	6	Nil	F15/A7	10/20/60

Hawk	1D3	7	8	1 Bite, 2 Claw	1D6-3/1D2/1D2	Nil	S	8	7	Nil	A6/F12	10/20/80
Horse, Heavy	2D6	450 kg	7	2 Hooves	1D6+2	Nil	S	40	5	Nil	F14/A6	15/30/50
Horse, Light	2D6	400 kg	6	2 Hooves	1D6	Nil	S	35	6	Nil	F15/A5	15/30/60
Leopard/Cougar	1D2	55 kg	8	1 Bite, 2 Claw	2D6-1/1D6-1/1D6-1	Nil	S	50	6	Nil	As/Fs	15/25/45
Lion	1D10	200 kg	9	1 Bite, 2 Claw	2D6-1/ 2D6+1/2D6+1	2/Nil/Nil	S	50	6	Nil	As/Fs	10/20/40
Mule	2D6	200 kg	7	2 Hooves	1D10	Nil	S	40	4	Nil	F12/A5	10/20/40
Owl	1	7 kg	8	1 Claw	1D2	Nil	S	8	7	Nil	A6/F12	6/20/75
Pony	2D6	200 kg	6	1 Hoof	1D6-1	Nil	S	20	5	Nil	F15/A5	10/20/40
Porpoise/Dolphin	2D10	60 kg	7	1 Butt	1D10-1	Nil	S	20	7	Nil	F6/A4	10/40/80
Rat	10D10	1 kg	7	1 Bite	1D2	Nil	S	1	5	Nil	F15/A8	3/8/15
Raven	1	1 kg	7	2 Claw	1D2/1D2	Nil	S	1	7	Nil	F10/A12	6/20/40
Rhinoceros	1	1600 kg	12	1 Gore	5D6+3	1	L	120	4	1	F11/A7	6/15/30
Shark, Huge	1D6	200 kg	10	1 Bite	4D6	1	S	120	6	1	A12/F8	10/30/60
Shark, Large	1D6	120 kg	9	1 Bite	2D6+3	2	S	70	6	1	A11/F9	10/30/60
Shark, Medium	1D6	50 kg	7	1 Bite	1D6+1	Nil	S	30	5	Nil	A10/F10	10/30/60
Snake, Constrictor	1	25 kg	8	1 Bite, 1 Grapple	1D6/1D10	Nil	S	30	6	Nil	As/F16	5/10/20
Snake, Constrictor, Giant	1	90 kg	12	1 Bite, 1 Grapple	2D6+1/4D6+1	Nil	S	110	6	Nil	A12/F12	5/10/20
Snake, Viper	1	3 kg	8	1 Bite + Poison	1D2	Nil	S	1	7	Nil	A10/F10	5/10/15
Snake, Viper, Huge	1	15 kg	8	1 Bite + Poison	1D6-2	Nil	S	20	7	Nil	A10/F10	5/10/20
Tiger	1	200 kg	10	1 Bite, 2 Claw	3D6-1/3D6/3D6	2/Nil/Nil	S	70	6	Nil	As/Fs	10/20/40
Whale, Orca	1D10	2500 kg	11	1 Bite	5D6+3	Nil	S	135	5	2	A11/F12	10/30/50
Wolf	2D6	50 kg	7	1 Bite	1D6+1	Nil	S	25	6	Nil	Am/F7	15/30/60
Wolverine	1	35 kg	7	1 Bite, 2 Claw	1D6+1/1D6+2/1D6+2	2/Nil/Nil	S	45	7	1	A10/F6	10/20/30

NOTES

Ape, Chimpanzee: Chimpanzees have a climb speed of 25. After the first successful claw attack, the claw attack becomes a grappling attack, causing controlling hits. When the victim is controlled, rending damage of 1D6+1 occurs.

Ape, Gorilla: Gorillas have a climb speed of 30. After the first successful claw attack, the claw attack becomes a grappling attack, causing controlling hits. When the victim is controlled, rending damage of 1D6+2 occurs.

Ape, Orangutan: Orangutans have a climb speed of 40. After the first successful claw attack, the claw attack becomes a grappling attack, causing controlling hits. When the victim is controlled, rending damage of 1D6+1 occurs.

Badger: Badgers have a climbing speed of 15.

Bat: Last number in Speed column is flying speed.

Bears: Bears have the equivalent of Tracking at skill level 12. After the first successful claw attack, the claw attack becomes a grappling attack, causing controlling hits and 1D6 to the chest in addition to normal damage. When the victim is controlled, bites automatically hit. Polar bears have a swim speed of 30.

Bison: An additional attack, a diving blow, may be made on the first phase of melee. This represents trampling.

Boar: This animal may fight without penalty, even if severely or critically wounded.

Cassowary: Regarded as the most dangerous bird in the world, this animal may fight without penalty, even if severely or critically wounded.

Cattle, Wild: Attack is trampling.

Cheetah: An additional attack, a diving blow, may be made on the first phase of melee.

Crocodile: Swim speed 40. If a bite hits, the bite becomes a grappling attack, and damage is automatically taken each phase. When the target is controlled, the crocodile will attempt to drag the victim into deep water and pin him to the bottom.

- Dog:** Dogs have the Tracking skill at a roll of 12. Two attacks, a diving blow and a bite, are allowed the first phase of melee. Not more than two dogs may make diving blows per target per phase.
- Eagle:** Last movement number is flying speed. If the eagle dives to attack (at full flying movement for at least one phase), claw damage doubles, but no bite attack is possible. Eagles have an Observation skill of 16.
- Elephant:** An additional attack, a diving blow, may be made the first phase of melee. This represents trampling and does stamping damage.
- Feral Pig:** These are typically called Wild Pigs in the US, and Wild Boar in some parts of the US and in Australia. "Hogzilla" is an Americanism for some of the larger-than-huge Feral Pigs that are near legend in the US (most pictures of "hogzillas" on the Internet are Photoshop jobs). Large Adults, Huge Adults, and Hogzillas may make an additional diving blow attack on the first phase of melee.
- Fowl:** This represents a number of small birds.
- Game:** This represents a variety of small animals, such as rabbits, squirrels, etc.
- Grazer:** This represents any number of larger game animals, such as deer.
- Hawk:** Last movement number is flying speed. If the hawk dives to attack (at full movement for at least one phase), claw damage doubles, but no bite attack is possible. Hawks have an Observation skill of 16.
- Horses:** An additional attack, a diving blow, may be made on the first phase of melee. This represents trampling.
- Leopard/Cougar:** An additional attack, a diving blow, may be made on the first phase of melee. After the first successful bite, the bite becomes grappling, causing controlling hits and automatic bite damage. The animal may also rake with its rear claws for 1D6-1 (x2) if the victim is controlled.
- Lion:** An additional attack, a diving blow, may be made on the first phase of melee. After the first successful bite, the bite becomes grappling, causing controlling hits and automatic bite damage. The animal may also rake with its rear claws for 1D6+2 (x2) if the victim is controlled.
- Owl:** Last movement number is flying speed. If the owl dives to attack (at full movement for at least one phase), damage is doubled. Owls have an Observation skill roll of 18.
- Pony:** An additional diving blow may be made on the first phase of melee. This represents trampling.
- Porpoise/Dolphin:** Movement is swimming only.
- Rats:** Rats have a Climbing score of 15 and a Stealth score of 12.
- Raven:** Last movement number is flying movement.
- Rhinoceros:** An additional attack, a diving blow, may be made on the first phase of melee. This represents trampling.
- Sharks:** All movement is swimming only. Sharks have a Tracking score of 20.
- Snake, Constrictors:** Constrictors automatically make grappling attacks, attempting to constrict the chest. If the target is controlled, grappling damage is maximum until the target or snake are dead or driven off.
- Snake, Viper:** This is a generic category that includes snakes such as vipers and rattlesnakes. Poison causes 1D3 points of damage per minute to area affected, and 1D3 points of damage per 10 minutes to the rest of the body. A roll may be made once per 10 minutes and at the time of the bite (Difficult: CON) to stop damaging effects.
- Snake, Viper, Huge:** Poison causes damage as a half-strength nerve agent, plus 1D6 to the area bitten. A roll may be made at the time of the bite and every 10 minutes (Formidable: CON) to stop damaging effects.
- Tiger:** An additional attack, a diving blow, may be made on the first phase of melee. After the first successful bite, the bite becomes grappling, causing controlling hits and automatic bite damage. The animal may also rake with its rear claws for 3D6-1 (x2) if the victim is controlled.
- Whale, Orca:** All movement is swimming.
- Wolf:** Wolves have the Tracking skill at a roll of 14. Two attacks, a diving blow and a bite are allowed in the first phase of attack. No more than two wolves may make diving blows per target per phase.
- Wolverine:** Wolverines have a Climbing score of 12.