Beasts

Creature	St	To	Ag	Int	WP	Fel	A/C/E	Wounds	Stance
Boar	5 (4)	6 (2)	3 (1)	1	4	1	6/0/1	15	R2
Cockatrice	4 (4)	4 (2)	5 (2)	2	3	1	3/3/2	12	C1
Cold One	5 (4)	4■ (3)	2 (2)	1	3	1	4/0/1	14	C1
Dragon	7□ (8)	8 (3)	5 (2)	8	7□	6	8/6/6	40	C2
Fenbeast	6■ (5)	5■ (2)	2 (1)	1	3	1	5/0/1	18	C1

Beast Ability

Instinctive: Beasts may use Willpower instead of Intelligence when attempting Observation checks.

Boar Abilities ☠☠☠

Fast: Boars require only 1 manoeuvre to move between medium range and long range, and 2 manoeuvres to move between long and extreme range.

Cockatrice Abilities ☠☠☠☠

Flight: A cockatrice does not need to perform a manoeuvre to disengage from opponents before moving. It can move away from engaged opponents as if it were not engaged with them, unless they can also fly.

Frightening: The cockatrice causes Fear 2

Petrification: To avoid meeting the creature's gaze, a character may choose to add ♦ to any of his attacks or actions targeting the cockatrice. If the character chooses not to accept this penalty, his attack actions and similar checks targeting the creature gain:

☼ The character is turned to stone!

Cold One Abilities ☠☠☠☠

Frightening: A cold one causes Fear 2.

Stupid: If a cold one scores a ☼ when making any check, it cannot perform any manoeuvres or actions during its next turn.

Fast: Cold ones require only 1 manoeuvre to move between medium range and long range, and 2 manoeuvres to move between long and extreme range.

Dragon Abilities ☠☠☠☠☠☠☠

Flight: A dragon does not need to perform a manoeuvre to disengage from opponents before moving. It can move away from engaged opponents as if it were not engaged with them, unless they can also fly.

Terrifying: Dragons cause Terror 3.

Flaming Retribution: Attacks from characters engaged with or within close range of a dragon gain:

☼ Suffer 1 wound, plus 1 additional wound per ☠ as a tongue of flame licks out from the creature's maw.

Fenbeast Abilities ☠☠☠☠☠

Terrifying: A fenbeast has Terror 2.

Fenwalker: A fenbeast may ignore terrain-based manoeuvre penalties and up to two ■■ misfortune dice penalties to movement and actions performed while in marshy terrain.

Regeneration: A fenbeast in marshy terrain recovers 1 normal wound at the end of each of its End of Turn phases. Regeneration does not work during a round when the fenbeast is wounded by fire.

No Will: If a fenbeast is not within extreme range of a controlling sorcerer, it collapses into its component parts and is destroyed.