

Name: **Thunder Owl**  
Profession: *Shaman Alpha*

HP: 3  
DP: 4  
XP: 109  
  
Str: 3  
Qui: 4  
Sta: 5  
Int: 5  
RC: 6  
MC: 4



**Weapons** Level 5  
Str: 4 Short Range: 0-20" Long Range: 30"  
Special: 2-Handed, Flaming, Spell

### Abilities

**Vicious Bite:** +2 str melee attack, like a 2-h melee weapon.  
**Slam:** If the target fails his save in melee combat, but isn't taken out of action, it will be knocked back a number of inches equal to half the Beast's Strength.  
**Running Wild** - Beasts may always attack after running, with a penalty of +1 to their Target Number to Hit.  
**Shaman Alpha:** All friendly models will receive a +1D6 bonus for Morale rolls as long as the Shaman is not out of action.

### Skills

**Bravery** - Lower target number by 1 when making a Morale roll.  
**Hypnotic Gaze** - The beast looks his enemy's eyes, freezing them in their tracks. Roll to hit like a thrown attack, using the beast's Intellect in place of Strength. The target must use his Intellect for the saving throw, instead of DP. If failed the target will lose his next activation. This attack cannot be made from behind.  
**Duck & Cover** - The model gains +1 Defense  
**Jumpy** - This Beast can easily bound over small objects, and is not slowed when moving over obstacles or through windows.  
**Hearty** - The model may reroll 1D6 from a failed saving throw.

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Name: **Warl**  
Profession: *Werecoat Warden Fiend*

HP: 2  
DP: 2  
XP: 87  
  
Str: 2  
Qui: 4  
Sta: 3  
Int: 3  
RC: 5  
MC: 4



**Weapons** Level 3  
Str: 4 Short Range: 0-16" Long Range: 22"  
Special: 2-Handed, +1D6 to hit

**Long Knife:** Level 3  
Str: M+1 Special: 1-Handed, Parry

### Abilities

**Ferocious Swipes:** Add +1D6 to your melee attack to hit roll  
**Hamstring Slash:** If the target of this attack is wounded, but not taken out of action, their movement speed will be lowered to 3" for the remainder of the game.  
**Running Wild** - Beasts may always attack after running, with a penalty of +1 to their Target Number to Hit.

### Skills

**Primitive Weapons** - This beast may equip Bows or Thrown weapons, in addition to any Melee weapon.  
**Jumpy** - This Beast can easily bound over small objects, and is not slowed when moving over obstacles or through windows.  
**Duck & Cover** - The model gains +1 Defense  
**Warden Ability:** Wardens may give up their movement and take aim (though turning on the spot to change your facing is allowed). Wardens that take aim will lower their base Target Number to hit to 3 for ranged attacks, rather than 4.

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Name: **Grarwl**  
Profession: *Werewolf Maneater Fiend*

HP: 3  
DP: 2  
XP: 79  
  
Str: 5  
Qui: 4  
Sta: 4  
Int: 3  
RC: 1  
MC: 5



### Weapons

### Abilities

**Running Wild** - Beasts may always attack after running, with a penalty of +1 to their Target Number to Hit.  
**Maneaters** receive a bonus of +1D6 to hit when fighting against Infamous Gangs (humans).  
**Powerful Strike:** +1 str melee attack, like a 1-handed melee weapon.  
**Powerful Strike:** +1 str melee attack, like a 1-handed melee weapon.

### Skills

**Brute Strength** - Your opponent must reroll one successful D6 from his saving throw in melee combat.  
**Charge!** - This model will receive a +1 Strength bonus if it runs and enters melee combat.  
**Really Tough** - The model gains +1 Health.

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Name: **Dire Wolf**  
Profession: *Minion*

HP: 1  
DP: 1  
XP: 53  
  
Str: 3  
Qui: 3  
Sta: 3  
Int: 2  
RC: 1  
MC: 4



### Weapons

### Abilities

**Running Wild** - Beasts may always attack after running, with a penalty of +1 to their Target Number to Hit.  
**Vicious Bite:** +2 str melee attack, like a 2-handed melee weapon.

### Skills

**Bravery** - Lower target number by 1 when making a Morale roll.  
**Charge!** - This model will receive a +1 Strength bonus if it runs and enters melee combat.

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Name: Dire Wolf  
Profession: Minion

HP: 1  
DP: 1  
XP: 53  
  
Str: 3  
Qui: 3  
Sta: 3  
Int: 2  
RC: 1  
MC: 4



### Weapons Abilities

**Running Wild** - Beasts may always attack after running, with a penalty of +1 to their Target Number to Hit.  
**Vicious Bite:** +2 str melee attack, like a 2-handed melee weapon.

### Skills

**Bravery** - Lower target number by 1 when making a Morale roll.  
**Charge!** - This model will receive a +1 Strength bonus if it runs and enters melee combat.

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Name: Awesome Name  
Profession: Henchman

HP: 1  
DP: 1  
XP: 1  
  
Str: 1  
Qui: 1  
Sta: 1  
Int: 1  
RC: 1  
MC: 1

### Weapons

**Weapon 1:** Level 5  
Str: Short Range: Long Range:  
Special:  
**Weapon 2:** Level 5  
Str: Short Range: Long Range:  
Special:  
**Weapon 3:** Level 5  
Str: Short Range: Long Range:  
Special:

### Skills

Run&Gun: May attack if you run, +1 to hit  
Run&Gun: May attack if you run, +1 to hit  
Run&Gun: May attack if you run, +1 to hit  
Run&Gun: May attack if you run, +1 to hit

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Name: Awesome Name  
Profession: Henchman

HP: 1  
DP: 1  
XP: 1  
  
Str: 1  
Qui: 1  
Sta: 1  
Int: 1  
RC: 1  
MC: 1

### Weapons

**Weapon 1:** Level 5  
Str: Short Range: Long Range:  
Special:  
**Weapon 2:** Level 5  
Str: Short Range: Long Range:  
Special:  
**Weapon 3:** Level 5  
Str: Short Range: Long Range:  
Special:

### Skills

Run&Gun: May attack if you run, +1 to hit  
Run&Gun: May attack if you run, +1 to hit  
Run&Gun: May attack if you run, +1 to hit  
Run&Gun: May attack if you run, +1 to hit

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Name: Awesome Name  
Profession: Henchman

HP: 1  
DP: 1  
XP: 1  
  
Str: 1  
Qui: 1  
Sta: 1  
Int: 1  
RC: 1  
MC: 1

### Weapons

**Weapon 1:** Level 5  
Str: Short Range: Long Range:  
Special:  
**Weapon 2:** Level 5  
Str: Short Range: Long Range:  
Special:  
**Weapon 3:** Level 5  
Str: Short Range: Long Range:  
Special:

### Skills

Run&Gun: May attack if you run, +1 to hit  
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Run&Gun: May attack if you run, +1 to hit

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