

Werewolves

Werewolf						
Speed	Melee	Accuracy	Defence	Courage	Health	Experience Points
6	+2	0	13	+3	12	1 or 2
Attributes: Allergy to Silver & Fire, Damage Reduction (5), Indefatigable, Master of Cover, Nimble, Quick Heal, Strong						
Equipment: None						

Alpha Werewolf						
Speed	Melee	Accuracy	Defence	Courage	Health	Experience Points
6	+3	0	13	+3	14	2
Attributes: Allergy to Silver & Fire, Damage Reduction (5), Indefatigable, Master of Cover, Nimble, Quick Heal, Strong						
Equipment: None						

Primogenitor Werewolf						
Speed	Melee	Accuracy	Defence	Courage	Health	Experience Points
6	+3	0	13	+3	16	2
Attributes: Allergy to Silver & Fire, Damage Reduction (5), Indefatigable, Master of Cover, Nimble, Quick Heal, Very Strong, Large						
Equipment: None						

Werewolf - First turn Transformation						
Speed	Melee	Accuracy	Defence	Courage	Health	Experience Points
6	+1	0	13	+2	10	1
Attributes: Allergy to Silver & Fire, Damage Reduction (3), Indefatigable, Master of Cover, Nimble, Quick Heal						
Equipment: None						