GIANT ALLIGATOR

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DEF         3 (front/side), 2 (back), 1 (inside)
RTN/CTN     5
DIS         11
PANIC       D6
SPEED       6 normal / 4 Hustle


HP          80


HP Inside 40
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Activation: No roll for Initiative. Instead enemy posse activates half entities (rounded down), then alligator, then remaining half, then alligator.

ACTIVE

Big Bite:	Melee	D12A-0D	Crit 10+
Snap in Half:	Melee	1A-12D	self Stopped until end of next Activation
Swallow Whole:	Melee	2A-4D	on success move target to inside, can Snap Attack
Body Slam:	Melee	1A-0D	apply Stunned
Tail Swipe:	2" range	4A-2D	6" Pushed, range from any point on tail
Acid Breath:	10" range	6A-2D	2" width Fireline
Bile Breath:	12" range	1A-0D	apply Stopped
Sickening Breath:	12" range	2A-1D	apply Slowed

Vicious Charge:	2D6", 2-12" range, doubles of any type fail. Can still normal Charge.
Regenerate:	Heal D6 HP
Burst of Speed:	+2D6 Speed (used immediately)
Bristling Scales:	+2 DEF (from all facings) until end of next Activation
Blood Frenzy:	-1 CTN, +1 Damage until end of next Activation

Thunderous Roar: Whole board.
Roll D12 vs Discipline to Panic each dinosaur.
Roll D6 for each character:

      1-2: need Bravery Test
      3-4: suffer CTN 5, 2A-2D attack
      5-6: apply +2 RTN/CTN penalty

Spawn Young: 18" range, mark target, 3 targets at once (or all on same target). If target is still within 18" at the end of their Activation they are bitten, CTN 5, D6 Attacks, 0 Damage

PASSIVE

Massive: Ignore Difficult Terrain, ignore Pushed, can move through all entities, never provide Snap Attacks
Frightening Presence: Enemies roll two dice for Bravery Tests and use the lowest
Awareness: 360 degree Facing/Firing Arc, cannot be Shot in the Back

Inside
- Has infinite smaller lizards inside that attack (DEF 1, no DIS, CTN 6, SPEED 6, HP 10, 3A-0D, cannot Snap Attack). Spawn D3 per swallowed character, removed when character leaves
- Swallowed characters take 1 Damage (at the end of each Activation inside), heals Alligator HP Inside for 1
- Must attack mouth to escape: DEF 1, HP 8. Mouth heals immediately after each escape