

# • THE BESTIARY •

*So far, the Warriors have been up against some pretty evil Monsters, beasts who seek to slay our brave heroes by any foul means they can. The Warhammer World is a dark and brooding place, however, and there is much, much worse to come.*

*This section of the rulebook gives full details of all the Monsters in the Warhammer World. There are dragons and daemons, Monsters so powerful that they can destroy the Warriors with a single blow, making even Minotaurs and Rat Ogres seem feeble by comparison. Others, such as the dread Skaven assassins, are sneaky, despicable creatures, more adept at stabbing the Warriors in the back with poisoned blades. The Undead stalk the darkened tunnels below the world, Vampires and Mummies striking dread into all they meet. Evil Sorcerers and Necromancers stride forth to do battle with the Wizard, casting their dark spells of destruction.*

# • THE BESTIARY •

<b>THE BESTIARY</b>	<b>78</b>	<b>CHAOS</b>	<b>86</b>
Using The Monster Tables	78	Beastmen	86
The Party's Battle-level?	78	Beastman Shamans	86
Monsters In Objective Rooms	78	Beastman Magic	86
The Monster Tables	78	Chaos Warriors	87
Multiple Monsters	78	Chaos Sorcerers	87
Monster Table Entries	78	Chaos Magic	87
Moving Monsters	79	Chaos Hounds	88
Monsters' Base Sizes	79	Daemons of Khorne	
Special Rules	79	Bloodletters	88
Treasure	79	Juggernauts	88
A Whole Turn	79	Hellblade	88
Fatal Damage	79	Bloodthirsters	88
		Axe of Khorne	88
<b>MONSTERS' SPECIAL RULES</b>	<b>80</b>	Daemon Whip	88
Ambush <i>n+</i>	80	Drain Power	88
Ambush, Magic <i>n+</i>	80	<b>Daemons of Slaanesh</b>	
Armed with Weapon (Str <i>n</i> )	80	Daemonettes	89
Armed with [a-b] Weapon1 or [c-d] Weapon2	80	Fiends of Slaanesh	89
Assassinate <i>n+</i>	80	Aura of Slaanesh	89
Break	80	Keeper of Secrets	89
Breathe Fire <i>n</i>	81	Daemons of Nurgle	
Chill <i>n</i>	81	Plaguebearers	90
Daemonic <i>n</i>	81	Beasts of Nurgle	90
Dodge <i>n+</i>	81	Nurglings	90
Ethereal <i>n</i>	81	Slime Trail	90
Fear <i>n</i>	81	Great Unclean One	90
Fight in Ranks	81	Stream of Corruption	90
Fly	81	Daemons of Tzeentch	
Frenzy <i>n+</i>	81	Flamers of Tzeentch	92
Gang Up	82	Horrors of Tzeentch	92
Greater Daemon <i>n</i>	82	Flamer of Tzeentch Attack	92
Guards (monster)	82	Die → Blue Horrors	92
Hate race	82	Lord of Change	92
Hypnotise <i>n+</i>	82	Power of Tzeentch	92
Ignore Blows <i>n+</i>	82	Magic Source	92
Ignore Pain <i>n</i>	82	<b>CHAOS DWARFS</b>	<b>93</b>
Large Monster	82	Chaos Dwarfs	93
Type Magic <i>n</i>	83	Chaos Dwarf Blunderbuss	93
Magic Dispel <i>n+</i>	83	Chaos Dwarf Sorcerers	94
Magic Drain <i>n+</i>	83	Chaos Dwarf Magic	94
Magic Resistance <i>n+</i>	83	<b>DARK ELVES</b>	<b>95</b>
Magic Armour	83	Dark Elves	95
Magic Item	84	Dark Elf Assassins	95
Magic Weapon	84	Dark Elf Beastmasters	95
Never Pinned	84	Beast Handler	95
Paralysis	84	Dark Elf Sorcerers	96
Parry <i>n</i>	84	Dark Elf Magic	96
Petrify	84	Dark Elf Naggaroth Black Guards	97
Plague	84	Witch Elves	97
Poison	85		
Protection Ring (+ <i>n</i> T)	85		
Regenerate <i>n</i>	85		
Sting (damage)	85		
Tattoos <i>n+</i>	85		
Terror <i>n</i>	85		
Throw item (Str <i>n</i> )	85		
Tomb Rot (1Dn)	85		
Vomit	85		
Web (1Dn)	85		
Weeping Blade	85		



**GIANTS** 98

**MONSTERS** 99

Bull Centaurs	99
Cave Squigs	99
Wild Squig Attack	99
Centaur	100
Chimera	100
Cockatrice	100
Dragon Ogres	100
Dragons	101
Dragon Breath	101
Treasure Hoard n	101
Giant Bats	102
Giant Rats	102
Deathleap	102
Giant Scorpions	102
Giant Spiders	102
Gorgons	103
Great Taurus	103
Griffons	103
Hippogriffs	103
Hydra	103
Lammasu	104
Sorcerous Exhalation	104
Manticores	104
Manticore Sting	104
Minotaurs	104
Ogres	104
Rat Ogres	105
Trolls	105
Stone Trolls	105
Warhounds	105
Wyverns	105
Drag and Rend	105



**ORCS AND GOBLINS** 106

Goblins	106
Net	106
Goblin Fanatics	106
Ball and Chain	107
Goblin Squig Hunters	107
Herd Squigs	107
Goblin Shaman	107
Goblin Magic	107
Hobgoblins	108
Orcs	108
Black Orcs	108
Savage Orcs	108
Orc Shaman	109
Orc Magic	109
Snotlings	109



**SKAVEN** 110

Skaven Clanrats	110
Skaven Assassins	110
Skaven Warfire Thrower Teams	111
Skaven Firethrower	111
Skaven Jezzails	111
Jezzail	111
Skaven Verminlord	111
Doom Glaive	111
Skitterleap	111
Skaven Stormvermin	112
Skaven Plague Censer Bearers	112
Skaven Plague Censer	112
Skaven Plague Monks	112
Death Fog	112
Skaven Poison Globadiers	113
Poison Globes	113
Skaven Grey Seers	113
Skaven Magic	113

**UNDEAD** 114

Ghosts	114
Liches	114
Ghouls	114
Mummies	114
Necromancers	115
Necromantic Magic	115
Skeletons	115
Zombies	115
Wraiths	116
Vampires	116
Vampire Abilities	116
Wights	116

**MONSTER TABLES**

Level 1 Monster Table	117
Level 2 Monster Table	118
Level 3 Monster Table	119
Level 4 Monster Table	121
Level 5 Monster Table	123
Level 6 Monster Table	125
Level 7 Monster Table	128
Level 8 Monster Table	131
Level 9 Monster Table	134
Level 10 Monster Table	138

# • THE BESTIARY •

*This section contains expanded Monster Tables and special rules for using Citadel Miniatures' immense range of fantasy miniatures in your Warhammer Quest games.*



**T**he expanded Monster Tables in this section work in exactly the same way as the Monster Table in the *Tougher Monsters* section (in fact, that table is an almost exact copy of the Level 1 Monster Table from this section).

Though the following rules may look similar, they are slightly different. If you are using the expanded Monster Tables make sure you read these rules carefully and bear in mind that where they contradict the rules in the *Tougher Monsters* section the rules given here take precedence.

## USING THE MONSTER TABLES

Before you start a new adventure with Battle-level 1 Warriors, decide whether you are using the Monsters printed on the Event cards, the Monster Table from the *Tougher Monsters* section, or whether you are using the expanded Monster Tables in this section. Of course, in more difficult dungeons for Warriors of higher Battle-levels you'll have to use the expanded Monster Tables.

If you decide to use the Monster Tables in this section this is how you determine which Monsters the Warriors meet.

Continue to use the Event cards, but instead of taking the Monsters' details off the card look at the top corner. If the Event Card has an 'M' in the top corner roll on the Monster Table of the same level as the party's Battle-level to determine which Monsters the Warriors have encountered. If the Event Card has an 'E' in the top corner you roll on the Dungeon Events Table to determine what happens.

## THE PARTY'S BATTLE-LEVEL?

The party's Battle-level is explained more fully under the 'Mixed Battle-Levels' and 'Powerful Monsters' headings in the *Training* section.

## MONSTERS IN OBJECTIVE ROOMS

If you use the expanded Monster Tables you must roll on the Advanced Objective Room Monster Table to determine what Monsters are in the final objective room.

Bear in mind, however, that some of the dungeons in the Adventure Book are designed around a specific type of Monster, and are best left alone. If in doubt, common sense should be used.

## • THE MONSTER TABLES •

The expanded Monster Tables are arranged on a D66 roll, exactly the same as the Monster Table from the *Tougher Monsters* section. To recap here, to make a D66 roll you roll 2D6, but rather than add the numbers together, you count the first as tens and the second as units. If you roll a 4 and a 2, for instance, the result is 42 (not 6).

Next, look up the number rolled on the relevant Monster Table to determine which Monsters the Warriors have encountered: a party of Warriors at Battle-level 1 roll on the Level 1 Monster Table, Battle-level 2 Warriors on the Level 2 Monster Table, and so on. Finally, roll again for their numbers, as indicated in the Numbers (No.) column on their line of the Monster Table.

Each entry on the Monster Tables includes the Monster's profile, just as it is printed on an Event card, the numbers it is encountered in, its gold value, how much armour it wears and any special rules.

In general, Monsters rolled on the Monster Tables are used just as if they had appeared on an Event Card. They are placed and fight according to the normal rules, each is worth a certain amount of gold when defeated, and when all of them are dead the Warriors get one item of Treasure.

You will notice that some of the Monsters have special abilities, such as *Ambush 5+* and *Plague*, or other special rules; these are listed on the table and are explained in more detail in the *Monsters' Special Rules* section.

## MULTIPLE MONSTERS

Some entries on the Monster Tables indicate that the Warriors have encountered more than one type of Monster. Entry '42' on the Level 2 Monster Table, for instance, is for a combined force of 1D6 Skaven Gutter Runners, 1D6 Skaven Censer Bearers and 1D6 Skaven Globadiers. In instances like this the Monsters are placed on the board in the order that they are entered in the table, top entry first.

Similarly, some entries on the Monster Tables require you to make a second dice roll to determine exactly what Monsters are encountered. Entry '36' on the Level 1 Monster Table, for instance, requires you to make a 1D6 roll to determine whether the Warriors have encountered Wild Cave Squigs (1-3) or Goblin Hunters with trained Squigs (4-6).

## MONSTER TABLE ENTRIES

Each Monster's entry on the Monster Tables includes:

### Race and Type

The Monster's race. On some occasions, another 1D6 roll is needed here to determine exactly which type of Monster of that race is encountered.

### Profile

The Monster's profile. From top to bottom the entries are: Wounds (W), Movement (M), Weapon Skill (WS), Ballistic Skill (BS), Strength (S), Toughness (T), Initiative (I), Attacks (A).



An entry of 'S' indicates that the Monster has a special rule for this characteristic and that you should refer to that Monster's entry for more details.

Some Monsters have an 'A' entry under their Bow Skill, indicating that they automatically hit their target when using a missile weapon.

**Gold**

The amount of gold that each Monster of this type is worth once killed.

**Armour (Arm.)**

The value of armour that the Monster is wearing. This should be added to the Monster's Toughness characteristic. For convenience, where a Monster has armour this modified Toughness value is given in brackets after its normal Toughness characteristic.

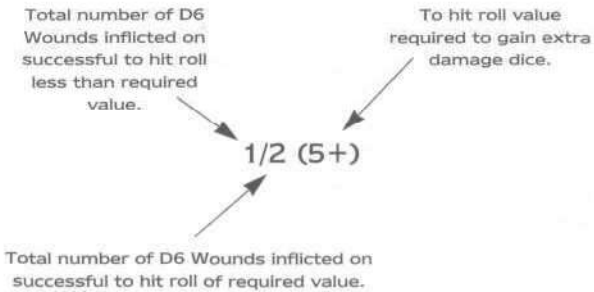
An entry of 'S' indicates that the Monster has a special rule for armour and that you should refer to that Monster's entry for more details.

**Damage (Dam.)**

The base amount of damage that this Monster inflicts on its opponent after making each successful attack.

A single number indicates you should roll this many D6 and add the Monster's Strength to determine the damage it inflicts. An entry of 2, for instance, indicates that this Monster inflicts (2D6+Strength) damage for each successful hit.

Some Monsters cause extra damage if their to hit roll is above a certain value. An Ogre, for instance, normally causes (1D6+Strength) damage, but if its to hit roll is 5 or more it has landed a particularly vicious blow that does (2D6+Strength) damage. This is represented on the table thus:



An entry of 'S' indicates that the Monster has a special rule for damage and that you should refer to that Monster's entry for more details.

**Number (No.)**

The number of this type of Monster encountered when this entry on the Monster Table is rolled.

**Special Rules**

Any special abilities that the Monster has or any special rules that apply to it. These will be explained more fully in the Monsters' Special Rules section and/or in the Monster's Bestiary entry.

**MOVING MONSTERS**

It usually makes little difference which Monsters go first, so don't worry too much about following a rigid procedure. However, there will be times where it does become important. In such cases have the Monsters act in Initiative order, highest first. If any Monsters have equal Initiatives roll a dice, and the highest roll goes first.

**MONSTERS' BASE SIZES**

Some Citadel miniatures are supplied on bases larger than the Monsters in the Warhammer Quest box. These take up the appropriate number of squares on the Warhammer Quest board. In most cases this is easy to resolve using common sense: it is quite easy to get two Ogres side-by-side in a corridor if you overlap their bases. When moving a large Monster assume that it can move just as if it had a normal base. As long as you use your common sense and all the players agree you shouldn't have too many problems.

For more details on how such Large Monsters work in the game see the 'Large Monsters' entry in the Special Rules section of the Bestiary.

**· SPECIAL RULES ·**

The following apply to all of the Monsters and special rules in the next section:

**TREASURE**

Once they have completed a Monster Event the Warriors get some treasure, as normal. However, because you are now using the expanded Monster Tables you must also use the full Treasure Tables.

If the Warriors are in a corridor or dungeon room, roll on the Dungeon Room Treasure Table to determine what treasure they get at the end of an Event. If they are in an objective room, roll on the Objective Room Treasure Table. Unless otherwise stated, each Warrior gets an item of objective room treasure, while dungeon room treasure is shared out one piece at a time amongst them all, as usual.

**A WHOLE TURN**

Some Monsters' abilities (and some Events and spells for that matter) last 'a whole turn' or take effect for 'one turn'. Although it seems obvious how long a whole turn is, it is worth reiterating here.

A whole turn is defined as the length of time between the instant an ability, Event or spell takes effect to exactly the same point in the turn sequence one turn later.



So, for instance, if a Warrior is Transfixed by a Vampire at the start of a Monsters' Phase he is unable to do anything until the start of the next Monsters' Phase, one turn away.

In most cases it is fairly obvious how long a turn is, but if there is any doubt use common sense to resolve the situation.

Note that this is very different from something that lasts 'until the end of the turn'. This means exactly what it says: the effect lasts until the end of the present turn, no matter at which point in the turn it starts.

# • MONSTERS' SPECIAL RULES •

Note that the entries in this section are arranged in alphabetical order, so if the Monster's Special Rules entry in the Monster Table indicates that it has the Ambush special ability and also causes Fear, you'll need to check both 'A' and 'F'. The entries here are generic entries that apply to more than one type of Monster. Specific Special Abilities that only apply to a single type of Monster are found under that particular Monster's entry in the Bestiary.

It is not vital for you to read this entire section now. It is more sensible to simply look up the relevant entries as and when they apply in your games and learn these rules that way.

## AMBUSH *n+*

Some Monsters are able to *Ambush* the Warriors, springing from the darkness and attacking them before they have the chance to react.

Each type of Monster with the Ambush ability has an *Ambush Rating (n)* that shows the score they need on 1D6 to successfully spring their Ambush. Daemonettes of Slaanesh, for instance, have Ambush 5+, and therefore need a score of 5 or 6 on 1D6 to successfully Ambush the Warriors. An Ambush Rating of 'A' indicates that the Monster automatically succeeds in making its Ambush and doesn't need to roll.

Monsters that successfully carry out an Ambush may ignore the rule about waiting until the next Monsters' Phase before they attack. If the Monsters appear in the Power Phase, for instance, they are placed and make one set of attacks in that phase and attack in the Monsters' Phase. Once such Monsters have sprung their ambush they fight only in the Monsters' Phase from then on, as normal.

Note that as any sort of attack may be an Ambush, special abilities that are also Ambushes are indicated with the suffix 'Ambush' in the Monster Tables.

A Hydra, for instance, has the Breathe Fire 4 (Ambush A) Special Ability, indicating that it makes an automatically successful Ambush with its 4D6 damage Breathe Fire attack when it is first placed on the board.

## AMBUSH, MAGIC *n+*

Some Monsters are blindingly fast at making their attacks, and can make a *Magic Ambush*. A Magic Ambush works in exactly the same way as an Ambush, above, except that if the Monsters succeed it is impossible even for the Wizard (or any other spellcaster) to unleash a spell before their attacks start!

In addition, if the Monster making the Magic Ambush is a spellcaster, in the first turn it may cast an extra set of spells as soon as it is placed.

Those special abilities that are also Magical Ambushes are given the suffix 'Ambush, Magic'.

## ARMED WITH *weapon (STR n)*

Some Monsters are *Armed With* special weapons. Rules for such items are usually contained under that Monster's description or in the Equipment Tables and you should refer to those sections for more details. In most cases such weapons simply replace the Monster's Strength, indicated by a Strength modifier (*n*) contained in brackets after this entry.

## ARMED WITH

*[a-b] weapon1 OR [c-d] weapon2*

Some Monsters may be *Armed With* a choice of weapons. This entry indicates that on a 1D6 roll in the range a-b these Monsters are armed with weapon1 and in the range c-d they are armed with weapon2.

For example, entry 43 on the Level 2 Monster Table for Goblins reads: Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight In Ranks). This indicates that on a 1D6 roll of 1, 2 or 3 all of the Goblins in the group are armed with Bows of Strength 1, while on a 4, 5 or 6 they are armed with Spears.

## ASSASSINATE *n+*

Some Monsters may make a special *Assassinate* attack. This is treated like a normal hand-to-hand combat attack except when resolving damage the blow ignores the target's armour. In addition, if the to hit roll was a natural roll of *n+*, where *n+* is the number following the Assassinate entry (if there is one), the blow also ignores the target's Toughness. For example, 'Assassinate 6+' means ignore Toughness and armour on a to hit roll of 6.

## BREAK

Some Monsters are innately cowardly, and if the fight is going badly will turn tail and run. These Monsters have a *Break Point*.

At the end of each turn during which one or more Monsters with a Break Point were killed, roll 1D6 for each different type that took casualties. If the score is greater than or equal to the remaining number of that type of Monster, they break and run, vanishing into the shadows - remove them from the board.

The Warriors do not get the Gold Value for any Monsters that run away, though they do get a Treasure card at the end of the combat, as usual.

## BREATHE FIRE *n*

Some Monsters can *Breathe Fire*. Each type of Monster with the *Breathe Fire* ability has a *Fire Breath Strength Rating (n)* that shows the attack's damage. At the start of each turn roll 1D6. The number rolled indicates how many of the Warriors are engulfed in flame. If the score is higher than the number of Warriors present all of them have been hit. If not all of them are hit use the Warrior counters to determine who escapes.

Each Warrior hit by the fire suffers *nD6* Wounds, with no modifier for armour (where *n* is the Monster's Fire Breath Strength Rating). A Hydra, for instance, does 4D6 damage.

### CHILL *n*

Some Monsters make a special *Chill* attack rather than a normal hand-to-hand combat attack. Such Monsters make a to hit roll as normal, but when determining damage they simply cause *n*D6 Wounds with no modifiers for Toughness or armour (where *n* is the number after the Chill entry). For example, 'Chill 4' means the Monster causes 4D6 Wounds.

In addition, if the target is reduced to 0 Wounds by a Chill attack he is immediately killed and may only be healed by spells and magic items that actually raise their target from the dead rather than heal him, such as the Resurrection Spell.

### DAEMONIC *n*

Some Monsters are of *Daemonic* origin and as such are very difficult to hit. When making an attack with a non-magical weapon against such a creature, your Warrior's to hit rolls are reduced by *n*, where *n* is the number after the Daemonic entry. Attacks with magical weapons are made as normal.

A Monster with Daemonic -2, for instance, reduces its opponent's to hit roll by 2.

### DODGE *n+*

Some Monsters are able to *Dodge* in the same way as the Elf Warrior. Each type of Monster with the Dodge ability has a Dodge Rating (*n+*) that shows the score they need on 1D6 to successfully dodge an incoming blow.

A Monster with Dodge 5+, for instance, avoids a Warrior's attack on a 1D6 roll of 5 or 6.

### ETHEREAL *n*

Some Monsters, such as Wights, are insubstantial, ethereal beings. Such Monsters can never be pinned, and may move freely through other Monsters and obstacles as if they weren't there. In addition, when making an attack with a non-magical weapon against such a creature, your Warrior's to hit rolls are reduced by *n*, where *n* is the number after the Ethereal entry. Attacks with magic weapons are made as normal.

### FATAL DAMAGE

Some Monsters' attacks and items, such as Tomb Rot and Venom Armour, inflict a special sort of damage called Fatal Damage. This works in exactly the same way as normal damage, but is calculated at the very end of the turn and thus after all of that turn's healing has been done. This means that a Warrior that takes enough Fatal Damage to take him to 0 Wounds or below has no last chance to heal it and is thus automatically killed.

### FEAR *n*

Some Monsters cause *Fear* because they are particularly frightening for one reason or another. Zombies, for instance, are the re-animated corpses of once-human Warriors and are terribly fearsome to face in combat. Minotaurs, on the other hand, cause Fear because of their sheer size and ferocity.

Each Monster that causes Fear also has a *Fear Value*, indicated by the *n* after the Fear entry. When an event occurs that generates Monsters that cause Fear, roll 1D6+ (the Warrior's Battle-level) for each Warrior that wants to attack a fear-causing Monster. This is the Warrior's *Fear roll*.

If the total is greater than the Monsters' Fear Value, that Warrior is not afraid of them during this combat and may fight them as normal.

If the total is less than or equal to the Monsters' Fear Value, that Warrior is afraid of them during this combat, and fights them at -1 on his to hit rolls. If a Wizard fails his Fear roll any spells he attempts to cast against that Monster have their Casting Numbers increased by +1.

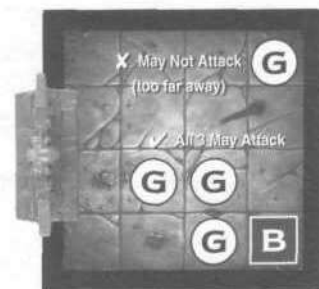
Each time the Warriors meet a particular type of Monster that causes Fear they must make a Fear roll, as the effect of the roll, whether good or bad, applies only to that type of Monster during this one combat.

If there are two types of Monster in the room that cause Fear, make a Fear roll for each Warrior against the particular Monster he is fighting.

Note that in the higher level Monster Tables some Monsters, such as Minotaurs, no longer cause Fear. This is because the Warriors are no longer so frightened of them, given that nearly every other Monster on that level of the dungeon is much bigger, tougher and nastier.

### FIGHT IN RANKS

Some Monsters, such as Goblins with spears, are armed with weapons that allow them to *Fight in Ranks*: to engage an opponent in hand-to-hand combat from 2 squares away, as long as the square between is either empty or contains friendly models. The diagram on the right explains this more clearly.



4 Goblins vs Barbarian

### FLY

Some Monsters are able to *Fly*, and thus can move around the board with a greater degree of freedom. Monsters that can Fly may move to any empty square on the board within their Movement range, ignoring all obstacles in their way.

Monsters that fly may not be pinned in combat and may change their target each turn. Draw a Warrior counter at the start of each Monsters' Phase for each flying Monster to determine which Warrior it attacks. (If there isn't an empty square next to the intended victim, draw again.)



### FRENZY *n+*

Some Monsters are subject to *Frenzy*. Each turn, before combat, such a Monster may enter a state of utter rage. Roll 1D6. If the score is equal to or over *n*, where *n* is the Monster's *Frenzy Rating* (given after the Frenzy entry), the Monster gets 2 x its normal number of Attacks for the rest of the combat.



## GANG UP

Some Monsters can *Gang Up* on the Warriors, hoping to use strength in numbers to defeat their opponents.

Rather than distributing such Monsters evenly amongst the Warriors when you place them on the board, draw a Warrior counter and place as many of the Monsters as you can around that Warrior. If there are any Monsters left, draw another Warrior counter and place as many Monsters as you can around him. Repeat this process until all the Monsters are placed on the board.



Each group of Monsters surrounding a single Warrior makes one single combined attack for each Attack in their profile: each group of Nurglings therefore, for example, makes 2 combined Attacks. Count up the number of Monsters attacking each Warrior. For every Monster above one in contact with the Warrior, add +1 to the to hit roll and increase the Strength of the Monsters' attack by +1.

For instance, if there are 4 Snotlings ganging up on the Barbarian they get a single Strength 4 attack with +3 on the to hit roll.

Once they have started attacking, Monsters that Gang Up do not switch attacks until either they are all dead, or the Warrior is killed.

When defending themselves, each Monster in the gang fights individually, with the Weapon Skill Indicated on its profile.

## GREATER DAEMON *n*

Some Monsters are termed *Greater Daemons* because they are the most powerful creatures of daemonic origin. When making an attack with a non-magical weapon against such a creature, your Warrior's to hit rolls are reduced by -2. Attacks made with magical weapons are at -1.

Each Greater Daemon also has a *Greater Daemon Terror Value*, indicated by the *n* after the Greater Daemon entry. At the start of a combat that there is a Greater Daemon on the board roll 1D6+ (your Warrior's Battle-level) for each Warrior. This is the Warrior's *Greater Daemon Terror* roll. If the total is greater than the Greater Daemon's Terror Value, that Warrior is not afraid of it during this combat and may fight it as normal.

If the total is less than or equal to the Greater Daemon's Terror Value, and wasn't a natural roll of 1, that Warrior is terrified of it during this combat, and fights it at a further -2 on his to hit rolls. If a Wizard fails his Greater Daemon Terror roll any spells he attempts to cast against it have their Casting Number increased by +2.

If your Warrior's roll was a natural 1 he is so terrified that he may do nothing at all for 1 turn and may be hit automatically.

If it is a magic user, when rolling for spells a Greater Daemon gets +1 on its Magic Table dice roll. Note that Greater Daemons normally use the Chaos Magic Table: see the Chaos Sorcerer entry in the Chaos section for full details.

## GUARDS (*monster*)

On certain occasions Monsters are listed as Guards because, as the term suggests, they are guarding one or more of the other Monsters that they are placed with. They must be placed so that they surround the Monster they are guarding (given in brackets after the Guards entry).

Once placed, Guards stand their ground and will not move towards the Warriors unless the Monster they are protecting is slain. They may fire any missile weapons they have as normal.

If the Monster the Guards are protecting is slain they become so enraged that they get +1 Attack for the rest of the combat.

## HATE *race*

Some Monsters Hate certain types of Warrior (shown by the race, above). Dark Elves, for instance, Hate Elves. If a Monster Hates a particular Warrior, it will attack him with unbridled ferocity. The Monster gains +1 Attacks when fighting that Warrior, as he slashes and hacks in a mad bloodlust. His attacks are so wild, however, that they are made at -1 to hit.

In a similar manner, if a Warrior Hates a particular type of Monster he gets +1 Attacks made at -1 to hit against them.

## HYPNOTISE *n+*

Some Monsters are able to Hypnotise their foes, holding them immobile while they attack them. Each Monster with this ability has a *Hypnotism Rating (n+)* that is the number required on a roll of 1D6 for the attack to work. A hypnotised Warrior may fight as normal, but is prevented from trying to escape from pinning (and that includes the Elf!).

## IGNORE BLOWS *n+*

Some Monsters are so immense and powerful that they can Ignore Blows which would kill lesser Monsters. Each time a Warrior hits such a Monster in hand-to-hand combat or with a missile weapon roll 1D6. If the score is equal to or higher than its Ignore Blow Rating (*n+*) the hit is shrugged off and causes no damage at all.

## IGNORE PAIN *n*

Some Monsters are so large that they can Ignore Pain caused by all but the most powerful blows. Each time a Warrior hits such a Monster in hand-to-hand combat or with a missile weapon subtract its Ignore Pain Rating (*n*) from the number of Wounds caused (in addition to subtracting its Toughness and any armour it is wearing, if applicable).

## LARGE MONSTER

Some Monsters are so big that they are known by the special term *Large Monster*. Obvious examples are Dragons and Giants. When placing a Large Monster on the board draw a Warrior counter. That player places the model anywhere on the board, facing any direction and moving other Monsters or Warriors to make room as required. Then draw a second Warrior counter to determine who the Monster attacks.

Any offensive spells cast against a Large Monster require a number of extra points of Power, equal to the level of the Monster table that generated the Monster, to cast.

If a Large Monster manages to kill a Warrior and still has some unused Attacks left over it may choose any other available target and carry on.

## Type **MAGIC** *n*

Some Monsters have the ability to use *Magic*, although the spells available to them depend on their race. The descriptions of these Monsters in the Bestiary contains the spells they use.

Monsters with this ability also have a *Magic Rating* (*n*) that indicates how many spells they can cast per turn. A Chaos Dwarf Sorcerer with Chaos Dwarf Magic 3, for instance, can cast 3 spells each turn from those spells available to him. Monsters with spell-casting ability do not use Power in the same way as the Wizard.

Magic-using Monsters are placed on the board as if they were using missile weapons and, unless otherwise stated, are always placed first.

In addition, all magic-using Monsters protect themselves with minor spells that make them harder to hit from a distance. All missile weapon attacks made against magic-using Monsters are at -1 on the to hit roll.

## MAGIC DISPEL *n+*

Some Monsters have the ability to *Dispel Magic* in the surrounding area. This differs from the Magic Resistance special ability in that the Monster can actively interfere with and nullify any spell, not just those cast directly against it.

A Monster with this attribute has a *Magical Dispel Rating* (*n+*), that is the number required on a roll of 1D6 for the ability to work. The dice roll is made as soon as the targeted spell is cast. If the roll is equal to or greater than the Monster's Magic Dispel Rating, the spell has no effect at all and the Power used to cast it is wasted.

## MAGIC DRAIN *n+*

Some Monsters can soak up or *Drain Magic* from the air around them, rendering any spellcasting impossible while they remain alive.

A Monster with this attribute has a *Magic Drain Rating* (*n+*), which is the number required on a roll of 1D6 for the ability to work. The effect covers the whole board. Roll once per turn during the Power Phase, immediately after determining the Wizard's Power. If successful, the Wizard loses all his Power for that turn.



## MAGIC RESISTANCE *n+*

Some Monsters are naturally able to shrug off the effects of a spell cast against them. Such Monsters are said to have *Magic Resistance*.

A Monster with this ability has a *Magic Resistance Rating* (*n+*) that is the number required on a roll of 1D6 for the protection to work. This roll is the *Monster's Resistance roll*. A separate Resistance roll should be made for each spell cast against the Monster. If the roll succeeds the effects of the spell may be ignored by that particular Monster. If more than one Monster with this ability can be affected by the spell, roll for each Monster individually. Note that Magic Resistance only protects the Monster from spells, not from blows by magical weapons and the like.

Note that some Monsters' Magic Resistance is not an innate ability, but is due to an item or charm they wear or carry. Where this is the case, the Magic Resistance entry is suffixed with the item that provides the protection.



## MAGIC ARMOUR

Some Monsters wear *Magic Armour* that confers special abilities on them, just like the magic armour that the Warriors possess. In the Monsters' case though these hell-forged items are evil and corrupted and will destroy any Warrior who tries to wear or take them.

If the Monster's entry indicates that it has magic armour roll 1D6 on the following table to determine what it is. A group of the same type of Monsters has the same magic armour, so you should roll for the group as a whole.

- 1 **Chaos Armour.** Every time the wearer is struck roll 1D6. On a score of 4, 5 or 6 the blow causes no damage. In addition, the wearer has *Magic Resistance* 5+.
- 2 **Armour of Cursed Iron.** This armour adds the value of the attacker's Strength to the wearer's Toughness, effectively cancelling it out. If the attacker has a Strength of 5, for instance, the armour gives the wearer +5 Toughness.
- 3 **Armour of Doom.** The magical field surrounding this armour and its wearer slows down any Warrior attacking the wearer. Any Warrior attacking a Monster who wears Armour of Doom suffers -1 to hit and -1 attacks.
- 4 **Arcane Armour of Destruction.** The powerful dark energies flowing within this armour strike back at its attackers. Each time a Warrior attacks a Monster wearing this armour and causes damage roll 1D6. On a score of a 1 the blow is thrown back at the Warrior as a blast of magical energy. He immediately suffers the Wounds he has just inflicted instead, modified for Toughness and armour.
- 5 **Venom Armour.** At the end of every turn in which a Warrior remains adjacent to the wearer of this armour he stands a chance of being poisoned by the venom that constantly oozes from it. Roll 1D6. If the score is a 1, 2 or 3 your Warrior takes 1D6 Wounds, with no modifiers for Toughness or armour. This attack is *Fatal Damage*.
- 6 **Armour of Carnage.** This armour gives the wearer +2 Toughness. In addition, it has a bloodthirsty will of its own, and forces its wearer into battle, even if he is actually dead. While the wearer lives the armour gives him +1 Attacks. Upon the wearer's death, roll 1D6 at the start of every subsequent turn. On a score of 1 or 2 the armour crashes to the floor, empty and dead. On a score of 3, 4, 5 or 6 the armour keeps fighting by itself, animated by the powerful magic within it. The armour has the same profile as the wearer, but only has one Attack. Any further Wounds inflicted on the armour have no effect at all.

Note that Warriors' weapons that bypass armour only ignore the Toughness bonus the armour confers, not any other magic qualities it may possess. For example, a Bull Centaur Champion has Armour 2, and 'Magic Armour'. This means that as well as having armour that gives it +2 Toughness, the Bull Centaur's armour is magic too. If a Warrior using a sword that ignores armour hits the Bull Centaur, he ignores the Toughness bonus, but not any special magic abilities of the Monster's armour.



## MAGIC ITEM

Some Monsters carry *Magic Items*, just like the magic items that the Warriors possess. In the Monsters' case though these items are cursed and are useless to the Warriors.

If the Monster's entry indicates that it carries a magic item roll 1D6 on the following table to determine what it is. A group of the same type of Monsters have the same magic items, so you should roll for the group as a whole. If a Monster's entry indicates it gets multiple items, each of the Monsters in the group gets the same set of items, re-rolling duplicate items.

If an item has an offensive capability it makes an extra attack during the Monsters' Phase. The effects of all these items cannot be dispelled.

- 1 **Ring of Resistance.** This ring gives the wearer *Magic Resistance* 6+. If the wearer already has the *Magic Resistance* special ability it improves his *Magic Resistance* Rating by +1.
- 2 **Cloak of Shadows.** All Warriors attempting to hit the wearer of this cloak are at -1 to their to hit rolls.
- 3 **Warpstone Talisman.** Whenever a Warrior rolls a natural 1 on his to hit roll against the wearer of this talisman the blow rebounds at full effect and he hits himself instead.
- 4 **Doomfire Ring.** The wearer may use this ring to fire a bolt of power at one of the Warriors each turn. Draw a Warrior counter to determine who is targeted. Then make a roll to hit with a *Ballistic Skill* of 4+. If the attack hits, the target suffers 2D6+(2 x the Dungeon level) Wounds, with no modifier for armour.
- 5 **Mask of Kadon.** This mask gives the wearer *Fear* (Dungeon Level +3). If the wearer already causes *Fear* it gives him *Terror* (his *Fear Value*).
- 6 **Collar of Vengeance.** Any Warrior adjacent to the wearer at the end of the turn suffers 1D6 Wounds with no modifiers for Toughness or armour. This is *Fatal Damage*.

## MAGIC WEAPON

Some Monsters bear a *Magic Weapon*, just like the magic weapons that the Warriors possess. In the Monsters' case though these items are cursed and will destroy any Warrior who tries to use them.

If the Monster's entry indicates that it carries a magic weapon roll 1D6 on the following table to determine what it is. A group of the same type of Monsters have the same magic weapons, so you should roll for the group as a whole.

- 1 **Cutting Edge Sword.** This sword causes (+1 Wounds x the bearer's level). A Monster rolled on the *Level 3 Monster Table*, for instance, inflicts an extra +3 Wounds.
- 2 **Sword of Distortion.** This sword causes the wielder's outline to shimmer, making him harder to hit. Any Warrior attempting to attack a Monster bearing this sword deducts -1 from his to hit rolls. In addition, the warping nature of this sword reduces the effect of any blows that actually strike the Monster, effectively giving it +1 Toughness.
- 3 **Sword of Pain.** This sword ignores any non-magical armour and up to 3 points of magical armour when determining damage.
- 4 **Cursed Blackblade.** This sword warps time around the immediate vicinity of its wielder. Once per turn you may re-roll the bearer's first attack that misses. In addition, this sword causes an extra +1D6 Wounds.
- 5 **Sword of Insanity.** This sword gives the bearer a *Fear Value* equal to twice the *Battle-level* of the Warrior he is fighting. If the Monster wielding this sword already causes *Fear* it gives him a *Terror Value* equal to its original *Fear Value*.
- 6 **Blade of the Damned.** This blade causes double damage every time it strikes. (Roll the normal amount of damage, multiply the result by 2 and then add the wielder's Str.)

## NEVER PINNED

Some Monsters are *Never Pinned* and may move around in combat as they please.

If the Monsters in question are missile troops, each turn they will try to move to a location which allows them to take a shot. Draw a Warrior counter for each Monster to determine which Warrior it targets.

If the Monsters are armed with hand-to-hand weapons, draw a Warrior counter each turn for each of them to determine which Warriors they move towards and attack.

## PARALYSIS

In addition to causing normal damage when they attack, some Monsters cause *Paralysis*. At the end of each turn in which your Warrior is wounded by such a Monster deduct 1 from his Movement. If a Warrior is reduced to 0 Movement he is killed and is removed from play. At the start each turn after that in which your Warrior was first struck roll 1D6 and add his Strength. If the score is 8 or greater the paralysis wears off and his Movement returns to its starting value. If the Warrior survives the combat, once there are no Monsters left on the board the paralysis wears off automatically and his Movement returns to normal. Paralysis can also be cured by a healing spell or healing potion, but not by bandages or provisions, or the like.

## PARRY *n*

Some Monsters can *Parry* a Warrior's hand-to-hand attacks so that they don't cause any damage. Each time such a Monster is attacked roll 1D6. If the score is *n* or above, where *n* is the *Parry Value* after the *Parry* entry, the Monster turns the blow and it causes no damage.

## PETRIFY

Some Monsters can *Petrify* their foes in combat, turning them to stone with a single gaze. Any Warrior that attacks such a Monster is at -2 to his to hit rolls as he is so busy trying to avoid its gaze.

In addition, if a Warrior attacking a Monster with a *Petrify* attack scores a natural 1 on his to hit roll he has been caught by the creature's gaze and starts to turn to stone. He immediately suffers 3D6 Wounds, with no modifiers for Toughness or armour, and for the rest of the adventure he is at -1 Movement. If his Movement is subsequently reduced to 0 by any means while in the dungeon he is immediately turned to stone, beyond all reach of healing magic.

All Monsters with a *Petrify* attack also have natural *Magic Resistance* 4+ and, if their *Resistance Roll* is a natural 6, may immediately turn their *Petrify* attack on the spellcaster that attacked them and inflict the effects given above.

## PLAGUE

Some Monsters carry a horrible, disfiguring disease known simply as the *Plague* and may infect their opponents with it in combat. If your Warrior is reduced to 0 Wounds by such a Monster his Toughness is permanently reduced by -1 when he is healed to 1 or more Wounds. If a Warrior is reduced to 0 Toughness he is killed and removed from play.



**POISON**

Some Monsters have *Poison* attacks. If a Warrior is reduced to 0 Wounds by a Poison attack his Strength is permanently reduced by -1 when he is healed to 1 or more Wounds. If a Warrior is reduced to 0 Strength he is killed and removed from play.

**PROTECTION RING (+n T)**

Some Monsters wear magical rings that give them an extra +n Toughness, where n is the number in the brackets following the Protection Ring entry.

**REGENERATE n**

Some Monsters can *Regenerate Wounds* while they remain alive, making them much harder to kill. Each Monster with this ability has a Regeneration Rating (n+) that is the number of D6 Wounds that the Monster regains at the end of each turn.

A Monster with Regenerate 2, for instance, regains 2D6 Wounds at the end of each turn.

A Monster cannot regenerate if it is reduced to 0 Wounds or fewer and can never have more Wounds than it started with (except Vampires).

**STING (damage)**

Some Monsters may *Sting* their opponents, but only if all of their normal attacks hit in a single turn. The sting does the damage indicated in the brackets after the Sting entry. Sting attacks are also subject to the rules for Poison attacks, above.

**TATTOOS n+**

Some Monsters are painted with complicated protective Tattoos that act like armour. Whether this is due to some arcane power inherent in the tattoos, or simply the strength of belief on the wearer's part, they do seem to work.

Each time a Monster wearing tattoos is hit roll 1D6. If the score is n or more, where n is the number after the Tattoos entry, the blow has no effect.

A Monster with Tattoos 5+, for instance, ignores incoming blows on a 1D6 roll of 5 or 6.

**TERROR n**

Some Monsters cause *Terror*. This is similar to Fear, only much, much worse.

Each Monster that causes Terror has a *Terror Value*, indicated by the n after the Terror entry. When an event occurs that generates Monsters that cause Terror, roll 1D6+(your Warrior's Battle-level) for each Warrior as soon as the Monsters are placed on the board. This is the Warrior's *Terror roll*. If the total is greater than the Monsters' Terror Value, that Warrior is not afraid of them during this combat and may fight them as normal.

If the total is less than or equal to the Monsters' Terror Value, that Warrior is terrified of them during this combat, and fights them at -2 on his to hit rolls. If a Wizard fails his Terror roll any spells he attempts to cast against that Monster have their Casting Numbers increased by +2.

Each time the Warriors meet a particular type of Monster that causes Terror they must make a Terror roll, as the effect of the roll, whether good or bad, applies only to that type of Monster during this one combat.

**THROW item (STR n)**

Some Monsters are armed with weapons that they can *Throw*, such a spears.

As soon as such Monsters are placed on the board, before the Warriors can do anything, they throw these weapons in a special, single attack. You need to roll against the Monster's Ballistic Skill to see if they hit, just as with any other missile weapon. The thrown weapon has Strength n, where n is the value in the brackets after the Throw entry. The weapon therefore causes (the Monster's damage dice)+n Wounds, modified for the target's Toughness and armour, according to the normal rules for missile weapons. A Beastman Lord with a Strength 10 spear, for instance, causes 3D6+10 Wounds, modified for Toughness and armour.

After throwing their special weapons these Monsters attack in hand-to-hand combat in the Monsters' Phase as normal.

**TOMB ROT (1Dn)**

Some Monsters cause *Tomb Rot*, their mere presence rotting nearby creature's flesh. Any Warrior who ends the turn adjacent to such a Monster takes an extra 1Dn Wounds (where n is the number in brackets after the Tomb Rot entry), with no modifiers for Toughness or armour. Tomb Rot is Fatal Damage.

A Warrior standing next to two Mummies, for instance, takes 2D3 Wounds at the very end of each turn.

**VOMIT**

Some Monsters (namely Trolls) have a special *Vomit* attack, regurgitating the highly corrosive contents of its stomach all over the Warrior it is attacking.

In addition to making such a Monster's normal attacks, roll 1D6. If the score is a 5 or 6, the Monster has vomited on its foe. If the victim has any armour (including shields or a helmet) he loses one piece of it as the acid eats it away. The player concerned may choose which item his Warrior loses. If he hasn't got any armour, the target loses 1D6+2 Wounds, with no deductions for Toughness.

**WEB (1Dn)**

Certain Monsters (mainly Spiders) attempt to ensnare their prey in a web, so that they can finish it off at their leisure. Each turn a Monster may attempt to web a Warrior as many times as it has Attacks.

If the Monster hits your Warrior he has been caught in its web - place a Webbed counter next to the Warrior. While webbed a Warrior may not do anything.

While webbed, a Warrior may be bitten automatically with the rest of the Monster's Attacks (no to hit roll is needed) for 1Dn Wounds per bite (where n is the value after the Web entry), with no modifiers for Toughness or armour. A Monster may not use its bite Attack(s) if its opponent has not been webbed. Monsters without the ability to use webs that may also be involved in the combat get +2 to their to hit rolls against a webbed Warrior.

At the start of each Warriors' Phase, roll 1D6 for each Warrior that has been webbed and add his Strength. If the total is 7 or more, he pulls himself free from the sticky strands and may act normally this turn.

**WEeping BLADE**

Weeping Blades are poisonous weapons. See *Poison*.

# CHAOS

To the far north of the Old World lies a nightmare region known as the Realm of Chaos. Here the forces of Chaos – the armies of Khorne the Blood God, Slaanesh the God of Pleasure, Nurgle the Lord of Pestilence and Tzeentch the Changer of Ways – wage eternal war against each other. Occasionally they combine their forces and sweep down to the south to attack the civilised world, and establish strongholds in the dark, forbidding places such as abandoned Dwarf holds.

## BEASTMEN

Beastmen fight in warbands led by old, savage warriors who have long since proved their ability to lead. They are powerful and very resilient fighters with big, brutish heads, sharp piercing horns, and hooves that can kick in a man's rib cage.

**Special Rules (Beastman):** Throw Spears (Str 3).

**Special Rules (Beastman Champion)**

Magic Weapon; Throw Spears (Str 8).

**Special Rules (Beastman Hero)**

Magic Item; Magic Weapon; Throw Spears (Str 9).

**Special Rules (Beastman Lord)**

Magic Armour; 2 × Magic Item; Magic Weapon; Throw Spears (Str 10).

**Special Rules (Beastman Shaman)**

Beastman Magic 1; Magic Weapon.

**Special Rules (Beastman Shaman Champion)**

Beastman Magic 2; Magic Item; Magic Weapon.

### BEASTMAN SHAMANS

Beastman Shamans are revered by the rest of their kind because of their ability to summon the power of Chaos to cast crude but powerful magic spells.

### BEASTMAN MAGIC

A Beastman Shaman may cast spells at the start of each Monsters' Phase. Roll 2D6 on the following table to determine which.

- 2-5 **Failure.** The Shaman fails to cast a spell.
- 6 **Battle Lust.** The Shaman gives an extra (1 × the Dungeon level) Attacks to the Monsters in combat with the Warriors, distributed as evenly as possible.
- 7 **Doombolt.** A bolt of black fire bursts from the Shaman's palm towards one of the Warriors. Draw a Warrior counter to determine which Warrior is hit. The Doombolt inflicts (2 × the Dungeon level) Wounds, with no modifiers for Toughness or armour.
- 8 **Hand of Dust.** The Shaman may attack any single adjacent Warrior. If there is more than one eligible target take a Warrior counter to determine which one the Shaman attacks. Roll 1D6 for the chosen Warrior and add his Strength to the score. Roll 2D6 for the Shaman and add his Strength to the score. The highest score wins. If the Warrior wins the spell fails.

If the Shaman wins the Warrior suffers (2 × the Dungeon level) Wounds with no modifiers for Toughness or armour.

If the Shaman is not in hand-to-hand combat ignore this result and re-roll on this table.

- 9 **Blade Wind.** The Shaman summons a storm of slashing blades. Take a Warrior counter to determine who is affected. That Warrior suffers (the Dungeon level) D6 Wounds, modified for Toughness and armour as usual.
- 10 **Soul Drain.** The Shaman creates a storm of dark magic. Roll 1D6 for each Warrior adding his Toughness to the score. If the total is equal to or more than the Dungeon level he suffers no ill effects from the spell. If the score is less than the Dungeon level the Warrior suffers (1D6 + the Dungeon level) Wounds and the Shaman gains the same amount. The Shaman may never gain more Wounds than he started with – any extra Wounds are lost in the warp.  
A Warrior reduced to zero Wounds by this spell is immediately killed and may not be brought back to life by any means other than those spells and magic items that raise the dead.
- 11 **Amizpal's Black Horror.** A black cloud issues from the Shaman's mouth, engulfing the Warriors in darkness. Roll 1D6 for each Warrior adding his Strength to the score. If the total is 7 or more he suffers no ill effects from the spell. If the score is 6 or less he suffers (the Dungeon level) D6 Wounds, with no modifier for armour.
- 12 **Malediction of Nagash.** The Shaman causes cuts to open up on the body of one of the Warriors. Draw a Warrior counter to determine which Warrior is hit. For 1 turn that Warrior is unable to move, fire a missile weapon, and is at -2 to all of his to hit rolls in close combat.  
Now, and at the start of each subsequent turn, the same Warrior loses (1 × the Dungeon level) Wounds, with no modifiers for Toughness or armour, until the Shaman is dead.

	Beastman	Beastman Champion	Beastman Hero	Beastman Lord	Beastman Shaman	Shaman Champ.
<b>Wounds:</b>	6	30	34	47	26	34
<b>Move:</b>	4	4	4	4	4	4
<b>Weapon Skill:</b>	4	5	6	7	4	4
<b>Ballistic Skill:</b>	4+	3+	2+	1+	5+	4+
<b>Strength:</b>	3	4	4	4	3	4
<b>Toughness:</b>	4	4	5 (7)	5 (7)	5	5
<b>Initiative:</b>	3	4	5	6	4	4
<b>Attacks:</b>	1	2	3	4	1	1
<b>Gold (Each):</b>	100	610	1300	2000	680	1340
<b>Armour:</b>	-	-	2	2	-	-
<b>Damage:</b>	1D6	1D6/2D6(5+)	2D6	3D6	1D6	2D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
BEASTMAN	2	3	3	4	4	4	4	4	5	5
BEASTMAN CHAMPION	2	2	3	3	4	4	4	4	4	4
BEASTMAN HERO	2	2	3	3	3	4	4	4	4	4
BEASTMAN LORD	2	2	2	3	3	3	4	4	4	4
BEASTMAN SHAMAN	2	3	3	4	4	4	4	4	5	5
BEASTMAN SHAMAN CHAMPION	2	3	3	4	4	4	4	4	5	5

## • CHAOS WARRIORS •

Chaos Warriors are powerful fighters. Over time they acquire mutations such as huge fangs, horns, bestial claws, strange-coloured skin, extra eyes, and countless other deformities, some of which make them extraordinarily tough or strong. Many Chaos Warriors wear all-enclosing suits of thick armour, concealing their true nature.

Over time, some Chaos Warriors attract the attentions of their capricious gods, becoming Champions or Lords of Chaos and leading the daemonic hordes.

## • CHAOS SORCERERS •

Chaos Sorcerers are amongst the most feared followers of the dark powers. They wield powerful magic against the enemies of Chaos, whether found on the battlefields of the Warhammer World or in the deepest dungeons that lie below the surface.

**Special Rules (Chaos Warrior):** None.

**Special Rules (Chaos Champion)**

Magic Armour; Magic Weapon.

**Special Rules (Chaos Hero)**

Magic Armour; 2 × Magic Item; Magic Weapon.

**Special Rules (Chaos Lord)**

Magic Armour; 3 × Magic Item; Magic Weapon.

**Special Rules (Chaos Sorcerer)**

Chaos Magic 1; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon; Parry 5+.

**Special Rules (Master Chaos Sorcerer)**

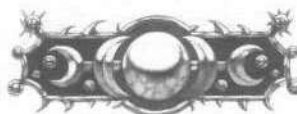
Chaos Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; 3 × Magic Item; Magic Weapon; Parry 5+.

### CHAOS MAGIC

At the start of each Monsters' Phase, a Chaos Sorcerer may cast one or more of the following spells. Roll the relevant number of D6 on the following table to determine which spells are cast:

- 2-4 **Failure.** The Sorcerer fails to cast this spell.
- 5 **Battle Lust.** The Sorcerer gives an extra (1 × the Dungeon level) Attacks to the Monsters in combat with the Warriors, distributed as evenly as possible.
- 6 **Doombolt.** A bolt of black fire bursts from the Sorcerer's palm towards one of the Warriors. Draw a Warrior counter to determine which Warrior is hit. The Doombolt inflicts (2 × the Dungeon level) Wounds, with no modifiers for Toughness or armour.
- 7 **Hand of Dust.** The Sorcerer may attack any single adjacent Warrior. If there is more than one eligible target take a Warrior counter to determine who the Sorcerer attacks. Roll 1D6 for the chosen Warrior and add his Strength to the score. Roll 2D6 for the Sorcerer and add his Strength to the score. The highest score wins. If the Warrior wins the spell fails. If the Sorcerer wins the Warrior suffers (2 × the Dungeon level) Wounds with no modifiers for Toughness or armour. If the Chaos Sorcerer is not in hand-to-hand combat ignore this result and re-roll on this table.

- 8 **Blade Wind.** The Sorcerer summons a storm of slashing blades. Take a Warrior counter to determine who is affected. That Warrior suffers (the Dungeon level) D6 Wounds, modified for Toughness and armour as usual.
- 9 **Soul Drain.** The Sorcerer creates a storm of dark magic. Roll 1D6 for each Warrior adding his Toughness to the score. If the total is equal to or more than the Dungeon level he suffers no ill effects from the spell. If the score is less than the Dungeon Level the Warrior suffers (1D6 + the Dungeon level) Wounds and the Sorcerer gains the same amount. The Sorcerer may never gain more Wounds than he started with – any extra Wounds are lost in the warp. A Warrior reduced to zero Wounds by this spell is immediately killed and may not be brought back to life by any means other than those spells and magic items that raise the dead.
- 10 **Arnizpal's Black Horror.** A black cloud issues from the Sorcerer's mouth, engulfing the Warriors in darkness. Roll 1D6 for each Warrior adding his Strength to the score. If the total is 7 or more he suffers no ill effects from the spell. If the score is 6 or less he suffers (the Dungeon level) D6 Wounds, with no modifier for armour.



- 11 **Malediction of Nagash.** The Sorcerer causes cuts to open up on the body of one of the Warriors. Draw a Warrior counter to determine which Warrior is hit. For 1 turn that Warrior is unable to move, fire a missile weapon, and is at -2 to all of his to hit rolls in close combat. Now, and at the start of each subsequent turn, the same Warrior loses (1 × the Dungeon level) Wounds, with no modifiers for Toughness or armour, until the Sorcerer is dead.
- 12 **The Transformation of Kadon.** The Sorcerer transforms himself into one of the following monsters. Roll 1D6:
  - 1-2 Wyvern.
  - 3-4 Chimera.
  - 5 Manticore.
  - 6 Hydra.

If the transformation turns the Sorcerer into a Monster of less value than himself, re-roll the spell.

See the *Monsters* section of the Bestiary for full details and profiles for these Monsters.

The Sorcerer remains transformed until either he or all of the Warriors are dead. While transformed he may not cast any more spells.

	Chaos Warrior	Chaos Champion	Chaos Hero	Chaos Lord	Chaos Sorcerer	M. Chaos Sorcerer					
<b>Wounds:</b>	12	15	30	35	15	31					
<b>Move:</b>	4	4	4	4	4	4					
<b>Weapon Skill:</b>	6	7	8	9	6	6					
<b>Ballistic Skill:</b>	1+	Auto	Auto	Auto	1+	1+					
<b>Strength:</b>	4	5	5	5	4	5					
<b>Toughness:</b>	4 (6)	4 (6)	5 (11)	5 (11)	5 (6)	5 (6)					
<b>Initiative:</b>	6	7	8	9	6	8					
<b>Attacks:</b>	2	3	4	5	2	3					
<b>Gold (Each):</b>	240	910	1930	3050	840	2400					
<b>Armour:</b>	2	2	6	6	1	1					
<b>Damage:</b>	1D6	1D6	3D6	4D6	1D6	4D6					
<b>ENEMY'S WS</b>		1	2	3	4	5	6	7	8	9	10
CHAOS WARRIOR		2	2	3	3	3	4	4	4	4	4
CHAOS CHAMPION		2	2	2	3	3	3	4	4	4	4
CHAOS HERO		2	2	2	3	3	3	3	4	4	4
CHAOS LORD		2	2	2	2	3	3	3	3	4	4
CHAOS SORCERER		2	2	3	3	3	4	4	4	4	4
MASTER CHAOS SORCERER		2	2	3	3	3	4	4	4	4	4



## · CHAOS HOUNDS ·

Some Warriors of Chaos control packs of snarling, vicious war dogs. These creatures have been cruelly mutated by their exposure to Chaos, and bear barbed tails, skeletal faces and extra heads and limbs.

Wounds:	8	Attacks:	2
Move:	6	Gold (Each):	160
Weapon Skill:	4	Armour:	2
Ballistic Skill:	-	Damage:	1D6
Strength:	4		
Toughness:	4 (6)		
Initiative:	4		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	3	4	4	4	4	4	5	5

**Special Rules:** Ambush 5+; Gang Up.

## · DAEMONS OF KHORNE ·

### BLOODLETTERS

Bloodletters have red scaly hide and shiny black claws. These daemonic creatures are furious fighters with strong arms and murderous talons, but their most fearsome weapons are their Hellblades. These weapons glow with deadly enchantment, and cause terrible wounds that can slay the mightiest hero.

### JUGGERNAUTS

Juggernauts are huge daemon beasts whose flesh is brass and whose blood is pure fire. They are brutal and fierce creatures.

	Bloodletter	Juggernaut
Wounds:	7	35
Move:	4	7
Weapon Skill:	5	3
Ballistic Skill:	2+	-
Strength:	4	5
Toughness:	3	5 (7)
Initiative:	6	2
Attacks:	2	2
Gold (Each):	200	700
Armour:	-	2
Damage:	1D6	2D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
BLOODLETTER	2	2	3	3	4	4	4	4	4	4
JUGGERNAUT	2	3	4	4	4	4	5	5	5	6



#### Special Rules (Bloodletter)

Armed with Hellblade; Daemonic -1; Fear 5.

#### Special Rules (Juggernaut)

Daemonic -1; Fear 7; Magic Resistance 5+; Never Pinned.

#### Hellblade

A Hellblade causes an extra 1D3 Wounds on the target, with no modifiers for Toughness or armour.

## · BLOODTHIRSTERS ·

### GREATER DAEMON OF KHORNE

Bloodthirsters are huge terrifying monsters, the greatest and most deadly of all Khorne's daemons. Their master is the Chaos God of Battle, and Bloodthirsters are the greatest fighters of all daemon-kind. They are savage, bellowing creatures, with the heads of ferocious dogs and snarling teeth. Their blood-stained fur is either red or black, and their armour is ruddy bronze and black iron.

A Bloodthirster carries two weapons, an Axe of Khorne and a long, barbed lash. The axe is an enchanted daemon weapon, a living thing that thirsts for blood and slaughter. Although Bloodthirsters have no magical powers they are exceptionally strong and savage fighters, and a single daemon of this kind is a match for an entire mortal army.

Wounds:	125	Attacks:	10
Move:	6	Gold (Each):	8000
Weapon Skill:	10	Armour:	-
Ballistic Skill:	A	Damage:	8D6
Strength:	8		
Toughness:	7		
Initiative:	8		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	2	2	2	3	3	3	3	3	4

#### Special Rules

Armed with Axe of Khorne; Armed with Daemon Whip; Drain Power; Fly; Greater Daemon 14; Ignore Blow 3+; Ignore Pain 12; Large Monster; Magic Drain 5+.



#### Axe of Khorne

Causes +2 Wounds. In addition, if the to hit roll of a blow made with an Axe of Khorne is a natural 6 the blow causes double damage.

#### Daemon Whip

At the start of each turn draw a Warrior counter to determine who the Bloodthirster ensnares with the Daemon Whip. That model is immediately moved to a square adjacent to the Bloodthirster, moving other models out of the way as necessary.

If the Bloodthirster manages to kill a Warrior and still has some Attacks left he may switch to another target to use them.

#### Drain Power

As a powerful servant of Khorne, a Bloodthirster detests magic and has the ability to drain it from nearby spellcasters. At the start of each Monsters' Phase roll 3D6. The Wizard immediately loses that many points of Power. Each point over the amount required to drain all the Wizard's Power inflicts 1 Wound, with no modifiers for Toughness and armour. The Wizard may give up any or all of his Power Tokens to fulfil the deficit if he wishes.



## · DAEMONS OF SLAANESH ·

### DAEMONETTES

The Daemonettes are the most numerous of all Slaanesh's daemons. They have a perverse beauty, unnatural and disturbing, but at the same time are undeniably potent.

### FIENDS OF SLAANESH

The Fiend of Slaanesh is a bizarre daemon, a mixture of scorpion, reptile and human. With its long barbed tail, the Fiend can strike directly over its head to stab its opponents.

	Daemonette	Fiend of Slaanesh
Wounds:	15	8
Move:	4	6
Weapon Skill:	6	3
Ballistic Skill:	2+	-
Strength:	4	3
Toughness:	3	3
Initiative:	6	3
Attacks:	3	3
Gold (Each):	300	250
Armour:	-	-
Damage:	1D6	1D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
DAEMONETTES	2	2	3	3	3	4	4	4	4	4
FIENDS	2	3	4	4	4	4	5	5	5	6

#### Special Rules (Daemonette)

Ambush 5+; Daemonic -1; Fear 6; Magic Resistance 6+.

#### Special Rules (Fiend of Slaanesh)

Aura of Slaanesh; Daemonic -1; Fear 6.

#### Aura of Slaanesh

A Fiend of Slaanesh has an *Aura of Slaanesh* that it can use to beguile and hypnotise its foes, holding them immobile while it attacks them. Once in combat with a Fiend of Slaanesh a Warrior cannot try to escape from pinning (and that includes the Elf!) and is at -1 to all his to hit rolls.



Daemonettes



Daemons of Slaanesh

## · KEEPER OF SECRETS ·

### GREATER DAEMON OF SLAANESH

The Keeper of Secrets is a bull-headed monster with two pairs of arms, one pair ending in awesome crab-claws. Its body is decked with gorgeous jewels and delicate silks, and its razor sharp claws are decorated with brightly coloured lacquers.

Wounds:	84
Move:	6
Weapon Skill:	9
Ballistic Skill:	A
Strength:	7
Toughness:	7 (11)
Initiative:	7
Attacks:	6
Gold (Each):	5500
Armour:	4
Damage:	6D6



ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	2	2	2	3	3	3	3	4	4

#### Special Rules

Ambush, Magic 2+; Aura of Slaanesh; Greater Daemon 13; Ignore Blows 5+; Ignore Pain 7; Large Monster; Chaos Magic 4; Magic Dispel 4+; Magic Resistance 4+; Never Pinned.

## · DAEMONS OF NURGLE ·

### PLAGUEBEARERS

Plaguebearers are created from all the poor mortal creatures who have died of the dreaded disease Nurgle's Rot, a terrible and incurable contagion and one of Nurgle's finest concoctions.

Plaguebearers have green, putrid skin, split and rancid like that of Nurgle himself. They have a single eye and one horn which sticks straight out of their foreheads.

### BEASTS OF NURGLE

The Beasts of Nurgle are gigantic and slug-like. Their heads are topped by a fringe of fat tentacles that ooze a paralysing slime. These loathsome creatures also leave a slimy, corrosive trail behind them as they move, like that of a snail or slug, and carry all manner of disfiguring and fatal diseases.

### NURGLINGS

Nurplings feed upon the pus and slime that dribble from the sores of a Great Unclean One. They are minute images of Nurgle himself with green skin covered with boils and sores.

Although Nurplings are tiny there are many of them and they move together in a huge, writhing mass. They have sharp teeth and can overwhelm an enemy by sheer numbers.

	Plaguebearer	Beast of Nurgle	Nurpling
Wounds:	9	25	2
Move:	4	3	4
Weapon Skill:	5	3	3
Ballistic Skill:	2+	-	4+
Strength:	4	3	3
Toughness:	3	5	3
Initiative:	6	3	4
Attacks:	2	1D6	2
Gold (Each):	200	750	50
Armour:	-	-	-
Damage:	1D6	2D6	Special

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
PLAGUEBEARER	2	2	3	3	4	4	4	4	4	4
BEAST OF NUR.	2	3	4	4	4	4	5	5	5	6
NURGLING	2	3	4	4	4	4	5	5	5	6



#### Special Rules (Plaguebearer)

Daemonic -1; Fear 5; Plague.

#### Special Rules (Beasts of Nurgle)

Daemonic -1; Paralysis; Plague; Slime Trail.

#### Special Rules (Nurpling)

Ambush A; Daemonic -1; Fear 4; Gang Up; Plague.

#### Slime Trail

Beasts of Nurgle secrete a Slime Trail around them as they move. Any Warrior who finishes his turn in a square adjacent to a Beast of Nurgle suffers 1 Wound, with no modifiers for Toughness or armour, as the poisonous gunk attacks his flesh.

## · GREAT UNCLEAN ONE ·

### GREATER DAEMON OF NURGLE

The Great Unclean One resembles Nurgle himself: huge, green-skinned and bloated with disease. Pus and slime dribble over the daemon's body, glistening on its leprous skin. A Great Unclean One can vomit a stream of blood, maggots and slime that drowns its victims in diseased filth.

Wounds:	100	Attacks:	7
Move:	4	Gold (Each):	5500
Weapon Skill:	7	Armour:	4
Ballistic Skill:	A	Damage:	6D6
Strength:	7		
Toughness:	8 (12)		
Initiative:	4		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	2	2	3	3	3	4	4	4	4

#### Special Rules

Ambush, Magic 5+; Chaos Magic 4; Greater Daemon 13; Ignore Blows 5+; Ignore Pain 10; Large Monster; Magic Dispel 4+; Magic Resistance 4+; Plague; Stream of Corruption.

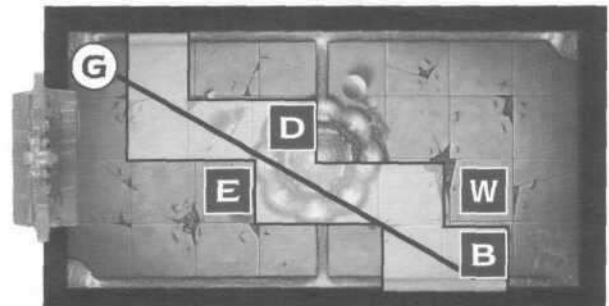


#### Stream of Corruption

Great Unclean Ones have a special type of attack where they vomit a foul smelling mass of pus over their foes. This is called a *Stream of Corruption*. A Great Unclean One may use this attack once per turn, at the start of the Monsters' Phase.

Any Warrior on the same board section as the Great Unclean One may be attacked with the Stream of Corruption. Draw a Warrior counter to determine which Warrior is targeted.

Draw a line from the centre of the Great Unclean One's square to the target square: every square that this line passes through is affected by the Stream of Corruption (see the diagram). Roll 2D6 for each Warrior standing in a targeted square. If the score is equal to or less than his Initiative he manages to dodge the Stream and suffers no ill effects. If the score is greater than the Warrior's Initiative he suffers 3D6 Wounds, with no modifiers for Toughness or armour. If a Warrior is reduced to 0 Wounds by the Stream of Corruption his Toughness is permanently reduced by -1. If a Warrior is reduced to 0 Toughness he is killed and is removed from play.



The lightened area indicates which squares are affected by the Stream of Corruption when the Barbarian is targeted. The Dwarf is also affected, as he lies in the Stream's area of effect.



## · DAEMONS OF TZEENTCH ·

### FLAMERS OF TZEENTCH

Flamers are amongst the strangest of all daemons. Their lower portions resemble inverted mushrooms with two flexible arms each spitting magical flames. A Flamer has no head as such, but its eyes and gaping maw lie between its swaying arms.

### HORRORS OF TZEENTCH

Horrors of Tzeentch are wild creatures made from raw magic. They are full of boundless energy and spin like tops as they whirl around the dungeon. When a Pink Horror is killed it immediately splits into two Blue Horrors and continues to fight

	Flamer of Tzeentch	Pink Horror of Tzeentch	Blue Horror of Tzeentch
Wounds:	17	8	4
Move:	9	4	4
Weapon Skill:	3	5	3
Ballistic Skill:	2+	2+	4+
Strength:	5	4	3
Toughness:	4	3	3
Initiative:	4	6	7
Attacks:	Special	2	1
Gold (Each):	300	200	100
Armour:	-	-	-
Damage:	Special	1D6	1D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
FLAMER	2	3	4	4	4	4	5	5	5	6
PINK HORROR	2	2	3	3	4	4	4	4	4	4
BLUE HORROR	2	3	4	4	4	4	5	5	5	6

#### Special Rules (Flamer of Tzeentch)

Ambush, Magic 5+; Daemonic -1; Fear 7; Flamer of Tzeentch Attack; Magic Resistance 6+.

#### Special Rules (Pink Horrors)

Daemonic -1; Fear 6; Magic Resistance 6+; Die → Blue Horrors.

#### Special Rules (Blue Horrors)

Daemonic -1; Fear 4; Magic Resistance 6+.



### Flamer of Tzeentch Attack

Flamers never make a normal hand-to-hand attack. Instead, they set light to any board section that the Warriors are standing on, immolating the area with the pink fire of Tzeentch. Roll 1D6 per Flamer for each model on that board section to determine how many Wounds it suffers (normal modifiers for Toughness and armour apply). If there are 5 Flamers attacking, for instance, roll 5D6 for each model on that board section.

Each Flamer can make this attack once per turn (unless of course it Ambushes successfully) and they themselves are immune to the fire's effects.

### Die → Blue Horrors

Every time a Pink Horror is killed, two Blue Horrors spring up in its place. The Blue Horrors are placed next to the Warrior that killed the Pink Horror that spawned them. If this is not possible they can be placed in the nearest empty squares. As soon as each pair of Blue Horrors appear, make a Fear roll for each Warrior to see if he is afraid of them.

## · LORD OF CHANGE ·

### GREATER DAEMON OF TZEENTCH

The Lord of Change is huge and awesome in appearance, with vast multicoloured wings and plumed body. Its head is that of a monstrous predatory bird, and its scaled legs bear talons that are sharp and deadly.

Wounds:	75	Attacks:	6
Move:	8	Gold (Each):	5000
Weapon Skill:	9	Armour:	4
Ballistic Skill:	A	Damage:	6D6
Strength:	7		
Toughness:	7 (11)		
Initiative:	10		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	2	2	2	3	3	3	3	4	4

#### Special Rules

Ambush, Magic A; Greater Daemon 13; Chaos Magic 5; Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Magic Source; 3 × Magic Item; Power of Tzeentch.



### Power of Tzeentch

A Lord of Change has the ability to *Dispel Magic* in the surrounding area, just like some other Monsters, but to a much greater degree. This ability works exactly like the normal Magic Dispel in that the Lord of Change can actively interfere with and nullify any spell cast on the board, not just those cast directly against it.

When dispelling magic cast against the Lord of Change's minions the spell is dispelled on a 1D6 roll of 4 or 5, and deflected back against the caster on a roll of 6. Furthermore, when dispelling beneficial magic cast by the Warriors against themselves the spell is dispelled on a 1D6 roll of 4 or 5, and affects the Lord of Change on a roll of 6.

A Lord of Change also has *Magic Resistance* just like some other Monsters, but to a much greater degree.

The Lord of Change has a *Magic Resistance Rating* of 4+. In addition, if the Resistance roll scores a 5 or 6 the spell is deflected rather than simply resisted and affects the Warrior who cast it instead. Note that Magic Resistance only protects the Lord of Change from spells, not from blows by magical weapons and the like.

### Magic Source

A Lord of Change is an extremely powerful Sorcerer and unconsciously acts as a source of power for other spellcasters. While there is a Lord of Change on the board, the Wizard doubles the result of his Power roll each turn on anything other than a roll of 1. If he rolls a 1, the Wizard gets 1 point of Power, as normal.



# CHAOS DWARFS

The Chaos Dwarfs have been twisted by dark forces until they are a cruel mockery of the Dwarf Warrior and his kind. Ruled by mighty Sorcerers, the Chaos Dwarfs use the powers of lava, magma and fire to work their evil deeds. They employ powerful spells and engines of destruction to do their work, and are ever seeking to discover the lost secrets of their Dwarf kin that lie buried beneath the mountains.

## CHAOS DWARFS

	Chaos Dwarf	Chaos Dw. & Blunder.	Chaos Dw. Champion	Chaos Dwarf Lord
Wounds:	8	8	16	33
Move:	3	3	3	3
Weapon Skill:	4	4	5	7
Ballistic Skill:	4+	4+	3+	1+
Strength:	3	3	4	4
Toughness:	4 (6)	4 (5)	4 (6)	5 (8)
Initiative:	2	2	3	5
Attacks:	1	1	2	4
Gold (Each):	140	140	480	1600
Armour:	2	1	2	3
Damage:	1D6/2D6(6+)	1D6	2D6/3D6(5+)	3D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
CHAOS DWARF	2	3	3	4	4	4	4	4	5	5
C. DW. CHAMP.	2	2	3	3	4	4	4	4	4	4
C. DW LORD	2	2	2	3	3	3	4	4	4	4



### Special Rules (Chaos Dwarf)

Magic Resistance 6+.

### Special Rules (Chaos Dwarf with Blunderbuss)

Armed with Blunderbuss; Magic Resistance 6+.

### Special Rules (Chaos Dwarf Champion)

Magic Resistance 6+; Magic Armour; Magic Item; Magic Weapon.

### Special Rules (Chaos Dwarf Lord)

Magic Resistance 5+; Magic Armour; 2 x Magic Item; Magic Weapon.

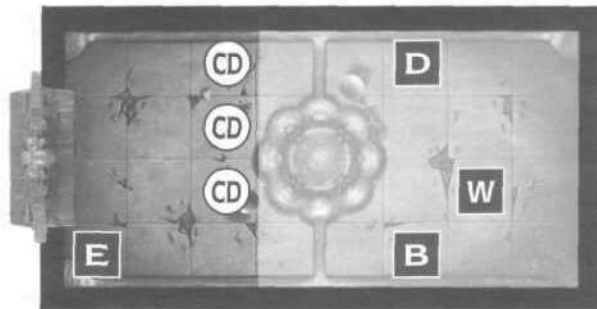
## CHAOS DWARF BLUNDERBUSSSES

Some Chaos Dwarfs, as indicated on the Monster Tables, use huge blunderbusses to fire a hail of deadly metal shards at the Warriors. Chaos Dwarfs armed with blunderbusses are placed like missile troops. Note that unlike normal Chaos Dwarfs, Chaos Dwarfs armed with blunderbusses do not get the 1D6 damage bonus in hand-to-hand combat on a natural 6 to hit and only have 1 point of armour.

A blunderbuss attack is different from a normal missile attack: it fires a spread of lead shot at multiple targets in a single direction, making a single to hit roll to determine if none or all of the targets in the area are hit. Each blast causes 1D6 Wounds, modified for Toughness and armour, on each of the Warriors in the area of effect.

For example, three Chaos Dwarfs with blunderbusses open fire on the Warriors. Their to hit dice score a 3, a 5 and a 6. With a 4+ to hit this gives them 2 shots on target. Each Warrior in the area of effect therefore suffers 2D6 Wounds.

Note that the Chaos Dwarfs' allies are not affected by the shot as they always seem able to dodge out of the way. Perhaps they have some arcane and magical warning signals...



In the attack shown above, the Barbarian Warrior counter was drawn, indicating that all the Chaos Dwarfs fire towards him. The lightened area indicates which squares are affected by each Chaos Dwarf's blunderbuss as a result of this. Notice that the Elf is out of the area of effect, as all the Chaos Dwarfs must fire in the same direction (towards the Barbarian).



## CHAOS DWARF SORCERERS

	Chaos Dwarf Sorcerer	Chaos Dwarf Master Sorcerer	Chaos Dwarf Sorc. Lord
Wounds:	8	26	40
Move:	3	3	3
Weapon Skill:	4	4	4
Ballistic Skill:	4+	4+	4+
Strength:	3	4	4
Toughness:	5+1* (8)	5 (8)	5 (8)
Initiative:	3	4	5
Attacks:	1	2	3
Gold (Each):	590	2190	3280
Armour:	2	3	3
Damage:	1D6/2D6(6+)	2D6	3D6/4D6(5+)

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
C. DW. SORCERER	2	3	3	4	4	4	4	4	5	5
C. DW. MAST. SORC.	2	3	3	4	4	4	4	4	5	5
C. DW. SORC. LORD	2	3	3	4	4	4	4	4	5	5

### Special Rules (Chaos Dwarf Sorcerer)

Chaos Dwarf Magic 1; Magic Dispel 4+; Magic Resistance 4+; Protection Ring (+1 T\*).

### Special Rules (Chaos Dwarf Master Sorcerer)

Chaos Dwarf Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon.

### Special Rules (Chaos Dwarf Sorcerer Lord)

Chaos Dwarf Magic 4; Magic Dispel 4+; Magic Resistance 3+; Magic Armour; 3 x Magic Item; Magic Weapon.

## CHAOS DWARF MAGIC

At the start of each Monsters' Phase, a Chaos Dwarf Sorcerer may cast one or more of the following spells, depending on his Magic Rating. Roll the relevant number of D6 on the following table to determine which spells are cast:

- Doomroar.** The Chaos Dwarf Sorcerer takes on the shape of the mighty Bull God Hashut and, with a shake of his horned head, gives a terrifying roar that goads his minions into action. This turn all Monsters get +1 Attacks.
- Eruption.** The ground beneath one of the Warrior's feet erupts in a plume of magma. Draw a Warrior counter to determine which Warrior is affected. He suffers 5D6 Wounds, modified for Toughness and armour as usual.
- Ash Cloud.** The dungeon is suddenly filled with clouds of smoke and ash. All of the Warriors are at -2 on their to hit rolls for the next Warriors' Phase.
- Sorcerer's Curse.** Cackling hideously the Chaos Dwarf Sorcerer utters a terrible curse on one of the Warriors. Draw a Warrior counter to determine who is affected. Unless he is given a healing potion or a healing spell is cast on him immediately the cursed Warrior is turned to stone and is out of the game. If he is given treatment, roll 1D6. On a score of 1, 2, 3 or 4 the Warrior is at -1 Movement, -1 Initiative and -1 to hit until the Sorcerer is dead, when he returns to normal. On a score of 5 or 6 the spell has no effect at all.
- Lava Storm.** With a majestic sweep of his arm the Sorcerer creates a stream of balls of molten lava. There are 2D6 balls and they are distributed amongst the Warriors evenly. Each causes 2D6 Wounds, with no modifier for armour.
- Flames of Azgorh.** The Sorcerer breathes out whirling tendrils of flame. Draw a Warrior counter to determine who is attacked. The target and every model adjacent to him, whether friend or foe, takes 2D6 Wounds, with no modifiers for Toughness or armour. Note that the Chaos Dwarf Sorcerer is the only model immune to the effects of the spell.



**D**azzhrakk Gargan chuckled and tugged his beard thoughtfully as he peered into the fiery brazier atop the black stone dais.

"They come. See. Oh yes, they come." He rubbed his hands together gleefully and turned to face his assembled minions. Chaos Dwarfs and Hobgoblins looked up at him in eager anticipation, sharpening their weapons for the coming fight.

The cavern was vast, fading into shadow to all sides. The Chaos Dwarf Sorcerer stood on top of the raised dais, in front of a great bronze brazier, from which flames shot into the air, illuminating the roof with a dull red glow. The air was hot and dry. Shadows danced around him whilst leathery wings beat the air overhead. His unblinking gaze was fixed on the ornate, brass-bound door on the opposite wall. One by one, his waiting minions turned to stare. Bull Centaurs roughly shoved their way through the crowd, and a rank of Chaos Dwarfs with blunderbusses set up in a line facing the door.

"My trap is set – the fools come. Take your positions!" Gargan nodded and his minions faded away into the shadows.

A moment later the double doors burst open and four warriors charged into the chamber, their lantern throwing little light in the vast darkness.

"Gargan," shouted the grey-clad Wizard, as a bolt of power leapt from his fingertips.

Gargan laughed aloud as it rebounded with a flash off the blackish-purple shield that sprang up in front of him and a howling mass of Monsters suddenly leapt out from the shadows.

The trap had been sprung...

# • DARK ELVES •

The Dark Elves are the evil kin of the High Elves. They are masters of dark sorcery and arguably the cruellest race in the Warhammer World. Long ago they embraced the Dark Gods of Chaos and followed the path into darkness. From their black realm of Naggaroth, they send Dark Elf Warriors, Sorcerers and Assassins forth to spread their poisonous doctrines across the Warhammer World.

## • DARK ELVES •

Dark Elf Warriors are cruel and fierce fighters. Like all Elves, Dark Elves are lithe and sinuous, with strong muscles and reactions every bit as quick as their agile minds.

### DARK ELF ASSASSINS

Dark Elf Assassins have few equals in combat. They are master swordsmen and their weapons are rendered even more deadly by being tipped with Black Venom.

	Dark Elf Warrior	D. Elf Champ.	D. Elf Hero	D. Elf Lord	D. Elf Assassin
Wounds:	6	14	25	34	12
Move:	5	5	5	5	5
Weapon Skill:	4	5	6	7	9
Ballistic Skill:	3+	5	1+	A	A
Strength:	3	4	4	4	4
Toughness:	3 (4)	3 (5)	4 (8)	4 (8)	4
Initiative:	6	7	8	9	10
Attacks:	1	2	3	4	2
Gold (Each):	100	480	1040	1600	410
Armour:	1	2	4	4	-
Damage:	1D6	2D6	2D6	3D6	1D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
D. ELF WARRIOR	2	3	3	4	4	4	4	4	5	5
D. ELF CHAMPION	2	2	3	3	4	4	4	4	4	4
D. ELF HERO	2	2	3	3	3	4	4	4	4	4
D. ELF LORD	2	2	2	3	3	3	4	4	4	4
D. ELF ASSASSIN	2	2	2	2	3	3	3	3	4	4



### Special Rules (Dark Elf Warrior)

Armed with Crossbows (Str 4); Dodge 6+; Hate Elves.

### Special Rules (Dark Elf Champion)

Dodge 6+; Hate Elves; Magic Weapon.

### Special Rules (Dark Elf Hero)

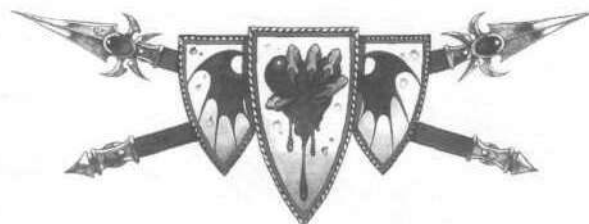
Dodge 4+; Hate Elves; Magic Resistance 5+; Magic Armour; Magic Weapon.

### Special Rules (Dark Elf Lord)

Dodge 4+; Hate Elves; Magic Resistance 5+; Magic Armour; 2 x Magic Item; Magic Weapon.

### Special Rules (Dark Elf Assassin)

Ambush, Magic 5+; Assassinate 6+; Dodge 5+; Hate Elves; Weeping Blades.



## • DARK ELF BEASTMASTERS •

Dark Elf Beastmasters are Dark Elf Warriors who control a pack of snarling Chaos Hounds or Warhounds in combat, directing them towards the Warriors using whips.

	Dark Elf Beastmaster	Chaos Hound	Warhound
Wounds:	15	8	6
Move:	5	6	5
Weapon Skill:	5	4	4
Ballistic Skill:	2+	-	-
Strength:	4	4	3
Toughness:	3 (5)	4 (6)	3
Initiative:	7	4	6
Attacks:	2	2	1
Gold (Each):	150	160	130
Armour:	2	2	-
Damage:	1D6	1D6	1D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
D. ELF BEASTMASTER	2	2	3	3	4	4	4	4	4	4
CHAOS HOUND	2	3	3	4	4	4	4	4	5	5
WARHOUND	2	3	3	4	4	4	4	4	5	5

### Special Rules (Dark Elf Beastmaster)

Armed with Crossbow (Str 5); Beast Handler; Hate Elves.

### Special Rules (Chaos Hound)

Ambush 5+; Gang Up.

### Special Rules (Warhound)

Ambush 5+; Gang Up.

### Beast Handler

Dark Elf Beastmasters control a pack of beasts in combat, directing them towards the Warriors using whips. Roll 1D6 to determine the composition of each Beastmaster's pack. On a score of 1-3 he has 1D6 Chaos Hounds. On a score of 4-6 he has 1D6 Warhounds. When placing the Beastmaster on the table, his beasts are always placed first.



## • DARK ELF SORCERERS •

	Dark Elf Sorcerer	Sorcerer Champion	Master Sorcerer	Sorcerer Lord
Wounds:	12	20	30	41
Move:	5	5	5	5
Weapon Skill:	4	4	4	4
Ballistic Skill:	3+	3+	3+	3+
Strength:	3	4	4	4
Toughness:	4	4 (5)	4 (6)	4 (7)
Initiative:	7	7	8	9
Attacks:	1	1	2	3
Gold (Each):	590	1210	2190	3280
Armour:	–	1	2	3
Damage:	1D6	1D6	2D6	3D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
D. ELF SORCERER	2	3	3	4	4	4	4	4	5	5
SORCERER CHAMP.	2	3	3	4	4	4	4	4	5	5
MASTER SORC.	2	3	3	4	4	4	4	4	5	5
SORCERER LORD	2	3	3	4	4	4	4	4	5	5

### Special Rules (Dark Elf Sorcerer)

Dark Elf Magic 1; Hate Elves; Magic Resistance 6+; Magic Item.

### Special Rules (Dark Elf Sorcerer Champion)

Hate Elves; Dark Elf Magic 2; Magic Resistance 5+; Magic Item; Magic Weapon.

### Special Rules (Dark Elf Master Sorcerer)

Hate Elves; Dark Elf Magic 3; Magic Dispel 4+; Magic Resistance 4+; 2 × Magic Item; Magic Weapon.

### Special Rules (Dark Elf Sorcerer Lord)

Ambush, Magic A; Hate Elves; Dark Elf Magic 4; Magic Dispel 4+; Magic Resistance 3+; 3 × Magic Item; Magic Weapon.

## DARK ELF MAGIC

At the start of each Monsters' Phase, a Dark Elf Sorcerer may cast one or more of the following spells. Roll 2D6 on the following table to determine which.

- 2-4 **Failure.** The Sorcerer fails to cast a spell.
- 5 **Battle Lust.** The Sorcerer gives an extra (1 × the Dungeon level) Attacks to the Monsters in combat with the Warriors, distributed as evenly as possible.
- 6 **Doombolt.** A bolt of black fire bursts from the Sorcerer's palm towards one of the Warriors. Draw a Warrior counter to determine which Warrior is hit. The Doombolt inflicts (2 × the Dungeon level) Wounds, with no modifiers for Toughness or armour.
- 7 **Hand of Dust.** The Sorcerer may attack any single adjacent Warrior. If there is more than one eligible target take a Warrior counter to determine who the Sorcerer attacks. Roll 1D6 for the chosen Warrior and add his Strength to the score. Roll 2D6 for the Sorcerer and add his Strength to the score. The highest score wins. If the Warrior wins the spell fails. If the Sorcerer wins the Warrior suffers (2 × the Dungeon level) Wounds with no modifiers for Toughness or armour. If the Sorcerer is not in hand-to-hand combat ignore this result and re-roll on this table.
- 8 **Blade Wind.** The Sorcerer summons a storm of slashing blades. Take a Warrior counter to determine who is affected. That Warrior suffers (the Dungeon level) D6 Wounds.
- 9 **Soul Drain.** The Sorcerer creates a storm of dark magic. Roll 1D6 for each Warrior adding his Toughness to the score. If the total is equal to or more than the Dungeon level he suffers no ill effects from the spell. If the score is less than the Dungeon level the Warrior suffers (1D6 + the Dungeon level) Wounds and the Sorcerer gains the same amount. The Sorcerer may never gain more Wounds than he started with – any extra Wounds are lost in the warp.  
A Warrior reduced to zero Wounds by this spell is immediately killed and may not be raised by any means other than those spells and magic items that raise the dead.
- 10 **Arntzpal's Black Horror.** A black cloud issues from the Sorcerer's mouth, engulfing the Warriors in darkness. Roll 1D6 for each Warrior adding his Strength to the score. If the total is 7 or more he suffers no ill effects from the spell. If the score is 6 or less he suffers (the Dungeon level) D6 Wounds, with no modifier for armour.
- 11 **Malediction of Nagash.** The Sorcerer causes cuts to open up on the body of one of the Warriors. Draw a Warrior counter to determine which Warrior is hit. For 1 turn that Warrior is unable to move, fire a missile weapon, and is at -2 to all of his to hit rolls in close combat.  
Now, and at the start of each subsequent turn, the same Warrior loses (1 × the Dungeon level) Wounds, with no modifiers for Toughness or armour, until the Sorcerer is dead.
- 12 **The Transformation of Kadon.** The Sorcerer transforms himself into one of the following monsters. Roll 1D6:

- 1-2 Wyvern.
- 3-4 Chimera.
- 5 Manticore.
- 6 Hydra.

If the transformation turns the Sorcerer into a Monster of less value than himself, re-roll for a different spell. See the *Monsters* section of the Bestiary for full details and profiles for these Monsters.

The Sorcerer remains transformed until either he or all of the Warriors are dead. While transformed he may not cast any more spells.

## · DARK ELF NAGGAROTH BLACK GUARDS ·

The Black Guard are renowned amongst the Dark Elves for their murderous attacks using their great halberds

	<b>Naggaroth Black Guard</b>
Wounds:	6
Move:	5
Weapon Skill:	5
Ballistic Skill:	3+
Strength:	4
Toughness:	3 (5)
Initiative:	7
Attacks:	1
Gold (Each):	150
Armour:	2
Damage:	1D6



ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	2	3	3	4	4	4	4	4	4

### Special Rules

Armed with Halberds; Fight in Ranks; Hate Elves.

## · WITCH ELVES ·

Witch Elves are the most cruel, evil and savage of all Dark Elves. They do not carry shields, caring nothing for their own protection, and are armed with sharp swords and long knives.

	<b>Witch Elf</b>	<b>Witch Elf Champion</b>
Wounds:	11	13
Move:	5	5
Weapon Skill:	4	5
Ballistic Skill:	3+	2+
Strength:	3	4
Toughness:	3	3
Initiative:	6	7
Attacks:	1	2
Gold (Each):	140	600
Armour:	-	-
Damage:	1D6	1D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
WITCH ELF	2	3	3	4	4	4	4	4	5	5
W. ELF CHAMP.	2	2	3	3	4	4	4	4	4	4

Special Rules (Witch Elf): Frenzy 4+; Hate Elves.

### Special Rules (Witch Elf Champion)

Frenzy 3+; Hate Elves.





# GIANTS

*Giants are rare in the settled parts of the Old World, having long since been hunted down and destroyed by chivalrous Bretonnian Knights and crazed Dwarf Giant Slayers. In the northlands they are more common because the lands are wild and untamed, and full of the sort of caves that Trolls and Giants like to make their homes.*

Giants are, as their name suggests, very big. However, they are not especially bright: in fact, many are positively dim-witted. They are notorious drunkards and regard anything smaller than themselves as potential food, including Men and other intelligent creatures.

Move:	6	Attacks:	Special
Weapon Skill:	3	Gold (Each):	2000
Ballistic Skill:	4+	Armour:	5
Strength:	7	Damage:	5D6
Toughness:	6 (11)		
Wounds:	64		
Initiative:	3		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	4	4	4	4	5	5	5	6

### Special Rules

Fear 11; Giant Attacks; Ignore Blows 5+; Ignore Pain 10; Large Monster; Never Pinned.

### Giant Attacks

Giants are huge and unpredictable creatures and it is by no means certain what form of attack they will make. At the start of each Monsters' Phase roll 1D6 on the following table for each Giant on the board to determine what it does this turn.

- 1 **Thump with Club.** Because of his reach the Giant can hit any Warrior up to two squares away. Take a Warrior counter to determine which Warrior is attacked. The Giant makes 1D6 attacks against the target, rolling to hit as normal. Calculate damage as normal but ignore any modifier for the target's armour.
- 2 **Swing with Club.** Because of his reach the Giant hits all of the Warriors up to two squares away. Roll 3D6 for each eligible target. Each dice that scores a 4, 5 or 6 causes that many Wounds, with no modifier for armour. Any dice that scores 1, 2 or 3 misses as the Warrior manages to avoid the mighty weapon.
- 3 **Kick Down Corridor.** The Giant raises a huge booted foot and drop-kicks an adjacent Warrior into the darkness. If there is more than one eligible target draw a Warrior counter to determine who is hit. The Warrior is kicked up to 7 squares in a straight line directly away from the Giant. If he hits a wall before reaching this distance he suffers 1D6 Wounds, with no modifier for armour, for each square short of 7 he flew, plus the Giant's Strength of 7.  
If the booted Warrior flies 2 squares then hits a wall, for instance, he suffers (7-2)=5D6 Wounds, plus 7 for the Giant's Strength, with no modifier for armour (total roll therefore equals 5D6+7).
- 4 **Pick Up.** Because of his reach the Giant can pick up a Warrior up to two squares away. Take a Warrior counter to see who is picked up. Place that model on the Giant's base and roll 1D6 on the following sub-table:
 

1	Squeeze. The Giant squeezes the Warrior with his mighty fist. The Warrior takes 7D6 Wounds. Roll again on this sub-table.
---	---

- 2 **Hurl at Warriors.** The Giant picks up the Warrior and hurls him at his companions. Take a Warrior counter to see which Warrior is targeted. Roll 7D6 and separate those that have an even score from those that have an odd score. The Warrior being thrown suffers a number of Wounds equal to the sum of the even dice, while the targeted Warrior suffers a number of Wounds equal to the sum of the odd dice. Neither Warrior gets any modifiers on the damage roll for Toughness or armour. The thrown Warrior is placed prone in the square originally occupied by the target Warrior. The target Warrior is pushed into an adjacent square, shuffling other models around as necessary.
- 3 **Smash Against the Roof.** The Giant grabs the Warrior by the feet to get a good swing and begins to smash him repeatedly against the roof of the cave in a cheerfully enthusiastic fashion. This does the Warrior no good at all. The Giant smashes the Warrior against the roof 1D6 times, inflicting 7 Wounds, with no modifiers for Toughness or armour, each time. Then roll on this sub-table again.
- 4 **Chew.** The Giant begins to chew on the Warrior with teeth the size and shape of old tombstones. The Warrior suffers 1D6 Wounds, with no modifiers for Toughness or armour. If the score on the dice is a 2, 3, 4, 5 or 6 the Giant continues to chew the Warrior next turn, even if he is at 0 Wounds or less. Roll another 1D6 for Wounds. This process continues until the roll for Wounds is a 1 at which point the Giant finds a gristly bit, loses interest and drops the Warrior in the square he got him from. Place the Warrior prone.  
If the Warrior is reduced to -50 Wounds the Giant swallows him whole, effectively taking him out the game.
- 5 **Stuff into Bag.** The Giant picks up the Warrior and pops him into his bag, saving him for later. The inside of the bag is smelly and dark, full of all sorts of horrible things. In one corner is a wizened old Dwarf Prospector, who wearily gives the Warrior a key and says "This is the key to the portcullis..." in a tired and cracked voice.  
The Warrior suffers no ill effects as long as the Giant has other foes to fight. If the Giant kills all of the other Warriors he is carried off and eaten at the Giant's leisure. He may escape from the bag once the Giant is killed: place him in any empty square on the same board section. Once free he remains out of action for 1 turn due to shock.
- 6 **Snatch and Grab.** The Giant pops the Warrior into his bag, as above. As it's a long time since he had the prospect of such a juicy succulent feast the Giant reaches down for another Warrior immediately. Make another 1D6 roll on this sub-table.
- 5 **Jump Up and Down.** Striking sparks off the stone floor with his hob-nailed feet, the Giant jumps up and down on any single Warrior in an adjacent square. If there is more than one eligible target draw a Warrior counter to determine which Warrior is attacked. The chosen Warrior suffers 1D6 hits, taking damage for each hit as normal.  
If the target is reduced to 0 Wounds the Giant will make another 1D6 jump attacks on the next nearest adjacent Warrior. This process continues until the Giant fails to kill a Warrior within the number of attacks he has rolled or he has reduced all adjacent Warriors to 0 Wounds.
- 6 **Yell and Bawl.** Feeling a good shout coming on, the Giant bends over until his head is at the same level as the Warriors and proceeds to yell and bellow at the top of his voice.  
Roll 2D6 for each Warrior. If the total is equal to or greater than the sum of the Warrior's Toughness and Strength he is knocked prone by the blast. He takes no Wounds from the attack.



# • MONSTERS •

*In the deep, labyrinthine tunnels and halls that stretch below the mountains of the Warhammer World, there are many evil creatures lurking in the darkness. Some are small and malicious, their evil hearts set on spiteful evils. Others are raging beasts of such immense power and fury that they strike terror into the hearts of those who behold them.*

## • BULL CENTAURS •

Bull Centaurs are Creatures of Chaos: beings with the upper torso of a Chaos Dwarf and the body of a ferocious bull. They are keen-witted creatures and powerful fighters.

	Bull Centaur	Bull Cent. Champion	Bull Cent. Hero	Bull Cent. Lord
Wounds:	12	23	32	42
Move:	8	8	8	8
Weapon Skill:	4	5	6	7
Ballistic Skill:	4+	3+	2+	1+
Strength:	4	5	5	5
Toughness:	4 (6)	4 (6)	5 (8)	5 (8)
Initiative:	3	4	5	6
Attacks:	2	3	4	5
Gold (Each):	410	1060	2320	3680
Armour:	2	2	3	3
Damage:	1D6/2D6(5+)	2D6	3D6/4D6(5+)	4D6/5D6(5+)

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
BULL CENTAUR	2	3	3	4	4	4	4	4	5	5
B CENT. CHAMP.	2	2	3	3	4	4	4	4	4	4
B CENT. HERO	2	2	3	3	3	4	4	4	4	4
B CENT. LORD	2	2	2	3	3	3	4	4	4	4



### Special Rules (Bull Centaur)

Fear 5; Magic Resistance 6+.

### Special Rules (Bull Centaur Champion)

Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.

### Special Rules (Bull Centaur Hero)

Fear 7; Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon.

### Special Rules (Bull Centaur Lord)

Fear 7; Magic Resistance 4+; Magic Armour; 3 × Magic Item; Magic Weapon.

## • CAVE SQUIGS •

Part fungus and part flesh, these strange ferocious creatures are almost all teeth, easily able to take a man's leg off with a single bite.

	Wild Cave Squig	Trained Cave Squig
Wounds:	3	3
Move:	Special	Special
Weapon Skill:	4	4
Ballistic Skill:	–	–
Strength:	5	5
Toughness:	3	3
Initiative:	5	5
Attacks:	2	2
Gold (Each):	200	200
Armour:	–	–
Damage:	1D6	1D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
WILD SQUIG	2	3	3	4	4	4	4	4	5	5
TRAINED SQUIG	2	3	3	4	4	4	4	4	5	5

### Special Rules (Wild Cave Squig)

Never Pinned; Wild Squig Attack.

### Special Rules (Trained Cave Squig)

Never Pinned.

### Wild Squig Attack

At the start of the phase during which they appear, and each Monsters' Phase thereafter, roll 1D6 for each wild Squig. On a score of 1 the Squig falls asleep and does nothing this turn. On a score of 2, 3 or 4 it immediately attacks one of the Warriors. Draw a Warrior counter to see which Warrior is attacked. On a score of 5 or 6 the Squig bounds off and immediately attacks the nearest Monster. If there is more than one potential target use a dice to determine which Monster is attacked.



## · CENTAURS ·

More often found on the plains of the Northern Wastes, the brutish Chaos Centaurs sometimes descend into the ancient Dwarf Holds along with Beastmen and Chaos Warriors in search of treasure. Their vicious tempers can only be sated by deeds of the most bloodthirsty nature.

	Centaur	Centaur Champion	Centaur Hero
Wounds:	12	27	40
Move:	8	8	8
Weapon Skill:	3	4	5
Ballistic Skill:	3+	2+	1+
Strength:	4	5	5
Toughness:	3	3 (5)	4 (8)
Initiative:	3	4	5
Attacks:	2	3	4
Gold (Each):	300	1000	2200
Armour:	-	2	4
Damage:	2D6	2D6/3D6(5+)	3D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
CENTAUR	2	3	4	4	4	4	5	5	5	6
CENT. CHAMP.	2	3	3	4	4	4	4	4	5	5
CENT. HERO	2	2	3	3	4	4	4	4	4	4



### Special Rules (Centaur)

Armed with Bow (Str 4); Fear 4.

### Special Rules (Centaur Champion)

Armed with Bow (Str 7); Fear 8; Magic Armour; Magic Weapon.

### Special Rules (Centaur Hero)

Armed with Bow (Str 8); Fear 9; Magic Armour; Magic Item; Magic Weapon.

## · CHIMERA ·

The Chimera is a huge and vicious monster, one of the most fearsome that stalks the Old World. This ferocious creature has three bestial heads: a lion's head, a fierce ram's head, and a dragon's head. Its hulking body is powerful and quick and its claws are long and sharp. The Chimera also has a lashing tail which is barbed with venomous stings.

Wounds:	60	Attacks:	6
Move:	6	Gold (Each):	2500
Weapon Skill:	4	Armour:	3
Ballistic Skill:	-	Damage:	3D6/4D6(5+)
Strength:	7		
Toughness:	6 (9)		
Initiative:	4		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	3	4	4	4	4	4	5	5

### Special Rules

Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Sting (3D6); Terror 11.

## · COCKATRICE ·

The Cockatrice is a fearsome creature whose squat, strong body is covered with scales and feathers. Powerful leathery wings propel it through the sky, from where it swoops down upon its enemy and rends them apart with its sharp claws. The Cockatrice's head has a fierce beak and is covered with ugly red wattles, which make it look both bizarre and frightening. The Cockatrice can petrify its foes with its magical gaze, literally turning them to stone. This weird ability makes it very difficult to fight.

Wounds:	26	Attacks:	3
Move:	4	Gold (Each):	1500
Weapon Skill:	3	Armour:	-
Ballistic Skill:	-	Damage:	3D6/4D6(5+)
Strength:	4		
Toughness:	4		
Initiative:	4		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	4	4	4	4	5	5	5	6

Special Rules: Fear 10; Fly; Petrify.

## · DRAGON OGRES ·

Dragon Ogres are ancient, brutish reptiles that live in the deepest mountain caves, only emerging during mighty storms to do battle on the mountain tops.

	Dragon Ogre	Dragon Ogre Champion	Dragon Ogre Hero
Wounds:	40	44	53
Move:	6	6	6
Weapon Skill:	4	5	6
Ballistic Skill:	5+	4+	3+
Strength:	5	6	6
Toughness:	5 (7)	5 (7)	6 (8)
Initiative:	2	3	4
Attacks:	3	4	5
Gold (Each):	870	1550	3300
Armour:	2	2	2
Damage:	2D6	2D6	3D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
DRAGON OGRE	2	3	3	4	4	4	4	4	5	5
D. OGRE CHAMP.	2	2	3	3	4	4	4	4	4	4
D. OGRE HERO	2	2	3	3	3	4	4	4	4	4



Special Rules (Dragon Ogre): Fear 8.

### Special Rules (Dragon Ogre Champion)

Fear 8; Magic Armour; Magic Weapon.

### Special Rules (Dragon Ogre Hero)

Fear 9; Magic Armour; Magic Item; Magic Weapon.

# • DRAGONS •

The ancient dragons slumber in the caves below the world, guarding their treasure through the long years. Woe betide any foolish Warrior who attempts to steal their hoard, as when roused there is little to rival a dragon in combat.

	Dragon	Great Dragon	Emperor Dragon
Wounds:	74	84	94
Move:	6	6	6
Weapon Skill:	6	7	8
Ballistic Skill:	-	-	-
Strength:	6	7	8
Toughness:	6 (12)	7 (11)	8 (13)
Initiative:	8	7	6
Attacks:	7	8	9
Gold (Each):	4500	6000	7500
Armour:	6	7	8
Damage:	6D6	6D6/7D6(5+)	8D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
DRAGON	2	2	3	3	3	4	4	4	4	4
GREAT DRAGON	2	2	2	3	3	3	4	4	4	4
EMPEROR DR.	2	2	2	3	3	3	3	4	4	4

### Special Rules (Dragon)

Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0.

### Special Rules (Great Dragon)

Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 4+; Ignore Pain 7; Large Monster; Chaos Magic 1; Terror 13; Treasure Hoard +1.

### Special Rules (Emperor Dragon)

Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 4+; Ignore Pain 3D6; Large Monster; Chaos Magic 2; Terror 14; Treasure Hoard +2.

## DRAGON BREATH

There are many different types of dragon in the dark caverns and tunnels beneath the mountains of the Warhammer World, each with a different breath weapon (not all dragons possess the archetypal fiery breath).

To determine which sort of dragon the Warriors have encountered, and therefore what type of breath weapon it has, roll 1D6 on the following table:

- 1-2 **Fire Dragon – Breathes Fire.** At the start of each turn roll 1D6. The number rolled indicates how many of the Warriors are engulfed in flame and fire. If the score is higher than the number of Warriors present all of them have been hit. If not all of the Warriors are hit use the Warrior counters to determine who escapes.  
Each Warrior hit by the fire suffers 3D6 Wounds, with no modifier for armour.
- 3 **Black Dragon – Breathes Smoke.** At the start of each turn roll 1D6. The number rolled indicates how many of the Warriors are engulfed in by the oily fumes. If the score is higher than the number of Warriors present all of them have been hit. If not all of the Warriors are hit use the Warrior counters to determine who escapes.  
Roll 1D6 for each Warrior hit by the smoke, subtract his Toughness from the score and multiply the result by 2. The total shows how many D6 Wounds the Warrior suffers, with no modifiers for Toughness or armour.  
For example, a 6 is rolled for a Warrior of Toughness 4. He suffers ((6-4)×2)D6 = 4D6 Wounds, with no modifiers for Toughness or armour.

- 4 **Green Dragon – Breathes Corrosive Fumes.** Roll 1D6 for each Warrior and add his Toughness. If the score is 7 or more that Warrior is unaffected. If the score is 6 or less that Warrior suffers 3D6 Wounds, with no modifiers for Toughness or armour.
- 5 **Blue Dragon – Splits Electricity.** Blue Dragons actually generate electricity that arcs from their mouths in the form of lightning, rather than breathe a noxious substance. Take one Warrior counter to determine who is hit. That Warrior suffers 2D6 Wounds, with no modifier for armour.  
After resolving that attack, roll another 1D6. On a score of 3, 4, 5 or 6 the lightning bolt arcs across to another Warrior. Take another Warrior counter to determine who. He also takes 2D6 Wounds, with no modifier for armour. This process continues until the lightning bolt fails to arc across to another Warrior.
- 6 **White Dragon – Breathes Chilling Mist.** At the start of each turn roll 1D6. The number rolled indicates how many of the Warriors are engulfed by the mist. If the score is higher than the number of Warriors present all of them have been hit. If not all of the Warriors are hit use the Warrior counters to determine who escapes.  
Each Warrior suffers 1D6 Wounds, with no modifiers for Toughness or armour. In addition, while he thaws out, for 1 turn he has a Movement of 1, he may be hit automatically, and any dice rolls made for his actions only succeed on a natural 6. Actions that do not require you to roll a dice may be carried out as normal.

A dragon's breath weapon is used in addition to its normal hand-to-hand attacks.

## TREASURE HOARD +n

Dragons have their own treasure hoards above and beyond the treasure that is otherwise found.

When a dragon is killed roll 1D6+n, where n is the number after the Treasure Hoard entry, on the following table to determine what it contains:

- 1 **Gold.** Each player may roll as many D6 as he likes, adding up the score and multiplying it by 10 to determine how much gold his Warrior finds. However, if any of the dice score a 1 his Warrior finds nothing.
- 2-3 **Dungeon Room Treasure.** Make one roll on the *Dungeon Room Treasure Table* for each Warrior to determine what he finds.
- 4-5 **Dungeon Room Treasure and Gold.** Make one roll on the *Dungeon Room Treasure Table* for each Warrior to determine what he finds.  
In addition, each player may roll as many D6 as he likes, adding up the score and multiplying it by 10 to determine how much extra gold his Warrior finds. However, if any of the dice score a 1 his Warrior finds no extra gold.
- 6+ **Objective Room Treasure.** Make one roll on the *Objective Room Treasure Table* for each Warrior to determine what he finds.



## · GIANT BATS ·

Out of the darkest caves fly the twittering, screeching clouds of Giant Bats. These fanged monstrosities, held aloft on great leathery wings, hide in the shadows, then swoop silently down upon their prey and rip them to shreds with teeth and talons.

Wounds:	1	Attacks:	1
Move:	8	Gold (Each):	15
Weapon Skill:	2	Armour:	-
Ballistic Skill:	-	Damage:	1D6
Strength:	2		
Toughness:	2		
Initiative:	-		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	3	4	4	4	5	5	6	6	6	6

**Special Rules:** Ambush A; Fly.

## · GIANT RATS ·

No less dangerous than the more intelligent monsters are the packs of Giant Rats that dwell in the dirtiest corners of the Warhammer World. Bloating by eating indescribable foul things, these Rats have grown to immense proportions.

When cornered, Giant Rats hurl themselves at their opponent in a maniacal frenzy, lunging for their enemy's jugular vein with no thought of their own safety.

Wounds:	1	Attacks:	1
Move:	6	Gold (Each):	25
Weapon Skill:	2	Armour:	-
Ballistic Skill:	-	Damage:	Special
Strength:	3		
Toughness:	3		
Initiative:	4		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	3	4	4	4	5	5	6	6	6	6

**Special Rules:** Deathleap.



### Deathleap

Giant Rats make a special attack, called a *Deathleap*. Roll the Rat's attack as normal, but roll 2D6+2 for damage.

Once a Giant Rat has attacked your Warrior, roll 1D6. On a result of 3, 4, 5 or 6 the Giant Rat's suicidal, frenzied attack has opened it up to your Warrior's attack and he automatically kills it – place it on his Adventure Record sheet.

## · GIANT SCORPIONS ·

The dank underground passageways and caverns of the Worlds Edge Mountains conceal many huge and evil monsters. They breed in the darkness and grow huge and fat on a diet of unnameable crawling things that live deep below the earth.

The Giant Scorpion has a shiny armoured shell and chitinous claws with saw edges and knife-like bristles. Its most deadly weapon is its venomous sting.

Wounds:	20	Attacks:	2
Move:	5	Gold (Each):	450
Weapon Skill:	3	Armour:	-
Ballistic Skill:	-	Damage:	2
Strength:	5		
Toughness:	6		
Initiative:	1		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	4	4	4	4	5	5	5	6

**Special Rules:** Sting (2D6).

## · GIANT SPIDERS ·

Beneath the mountains, in the darkest, deepest caves, lurk the Giant Spiders. Their bodies are covered by thick, horny, chitinous plates, and their fangs drip nerve-shattering poison. Huddled in the darkness, they lie in wait, spinning webs to ensnare their unsuspecting victims.



	Giant Spider	Gigantic Spider
Wounds:	1	20
Move:	6	5
Weapon Skill:	2	3
Ballistic Skill:	-	-
Strength:	Special	Special
Toughness:	2	4
Initiative:	-	1
Attacks:	1	2
Gold (Each):	15	450
Armour:	-	-
Damage:	1	2D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
GIANT SPIDER	3	4	4	4	5	5	6	6	6	6
GIGANTIC SPID.	2	3	4	4	4	4	5	5	5	6

**Special Rules (Giant Spider):** Web (1D3).

**Special Rules (Gigantic Spider):** Web (1D6).



## · GORGON ·

The Gorgon is a horrifying snake-headed she-monster with long thin claws and small sharp teeth through which the creature hisses like a serpent. Like a Cockatrice the gaze of a Gorgon is magical and can turn a victim to stone. Gorgons sometimes carry weapons which they clutch awkwardly in their misshapen hands, and they dress in robes pulled from battle corpses.

Wounds:	35	Attacks:	1
Move:	4	Gold (Each):	1100
Weapon Skill:	2	Armour:	–
Ballistic Skill:	4+	Damage:	2D6
Strength:	3		
Toughness:	3		
Initiative:	5		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	3	4	4	4	5	5	6	6	6	6

**Special Rules:** Fear 9; Petrify.

## · GREAT TAURUS ·

The most fearsome of all the servants of the Chaos Dwarfs, the Great Taurus is a massive, fire-breathing, winged bull. When it moves it strikes sparks on the floor, and its whole body is wreathed in fire and smoke.

Wounds:	50	Attacks:	4
Move:	6	Gold (Each):	2250
Weapon Skill:	6	Armour:	3
Ballistic Skill:	–	Damage:	4D6
Strength:	6		
Toughness:	6 (9)		
Initiative:	7		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	2	3	3	3	4	4	4	4	4

**Special Rules:** Breathe Fire 3; Fly; Terror 10.

## · GRIFFONS ·

Griffons have fierce heads with a hooked beak like that of a huge bird of prey. Their forequarters too are feathered, with scaly limbs bearing foreclaws which are bird-like and razor sharp. Behind its huge feathered wings the Griffon's body is furred and it has huge clawed feet and a tail like that of a great hunting cat such as a lion or tiger. Some Griffons have great golden pelts like mountain lions, other have skins which are spotted or striped, or black as night.

Wounds:	52	Attacks:	4
Move:	6	Gold (Each):	1500
Weapon Skill:	5	Armour:	–
Ballistic Skill:	–	Damage:	4D6
Strength:	6		
Toughness:	5		
Initiative:	7		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	2	3	3	4	4	4	4	4	4

**Special Rules:** Fly; Terror 10.

## · HIPPOGRIFFS ·

A Hippogriff is a large and extremely ferocious beast. Its head is feathered like a great bird of prey, and it can slash at enemies with its deadly beak.

The forequarters of a Hippogriff are furry, with legs and claws like a great cat such as a lion. Its rear quarters more resemble those of a horse, with hooves and a sweeping tail. The colour of Hippogriffs' fur and feathers can vary tremendously.

Wounds:	55	Attacks:	3
Move:	8	Gold (Each):	1450
Weapon Skill:	5	Armour:	–
Ballistic Skill:	–	Damage:	3D6/4D6(5+)
Strength:	6		
Toughness:	5		
Initiative:	6		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	2	3	3	4	4	4	4	4	4

**Special Rules:** Fly; Terror 10.

## · HYDRA ·

The Hydra is a many headed monster with a scaly, reptilian body. Its serpentine heads belch out smoky flame, but they can also attack by biting enemies with their sharp teeth, and crushing them in the coils of their necks. Their bodies are low and squat, heavily muscled and covered with thick scales which are as hard as iron.

Wounds:	70	Attacks:	5
Move:	6	Gold (Each):	2250
Weapon Skill:	3	Armour:	3
Ballistic Skill:	–	Damage:	4D6
Strength:	5		
Toughness:	6 (9)		
Initiative:	3		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	4	4	4	4	5	5	5	6

**Special Rules**

Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Magic Resistance 5+; Never Pinned; Terror 11.



## · LAMMASU ·

Believed to be a rare mutation of the Great Taurus, the Lammasu is a winged beast with the body of a vast bull and a monstrous face. Rather than air it breathes raw magic, and its poisonous breath is known as a Sorcerous Exhalation.

Wounds:	50	Attacks:	3
Move:	6	Gold (Each):	2000
Weapon Skill:	6	Armour:	–
Ballistic Skill:	–	Damage:	4D6
Strength:	6		
Toughness:	7		
Initiative:	6		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	2	3	3	3	4	4	4	4	4

### Special Rules

Fly; Magic Resistance 4+; Sorcerous Exhalation; Terror 10.



### Sorcerous Exhalation

A Lammasu breathes out whirling tendrils of magic that provide protection against magical attacks. All attacks made with a magical weapon against a Lammasu have a -2 modifier on the to hit roll.

## · MANTICORE ·

The Manticore is a gigantic lion-like monster with large leathery wings and a spiked tail. They are devastating fighters, attacking with raking claws and long, sharp teeth.

Wounds:	50	Attacks:	4
Move:	6	Gold (Each):	2000
Weapon Skill:	6	Armour:	–
Ballistic Skill:	–	Damage:	4D6
Strength:	7		
Toughness:	7		
Initiative:	4		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	2	3	3	3	4	4	4	4	4

### Special Rules

Fly; Manticore Sting (Ambush, Magic A); Terror 11.

### Manticore Sting

During the Monsters' Phase, in addition to making its normal attacks and after it has moved, a Manticore may make a special poisonous Sting attack. Each Warrior adjacent to the Manticore is automatically hit and suffers 3D6 Wounds, modified for armour and Toughness. As this attack is poisonous, all the rules for the Poison Special Ability also apply.

## · MINOTAURS ·

Minotaurs are large creatures, and have the torso of a hugely-muscled human, but the horned head of a wild bull. Their immense faces are broad, squat and evil, with beady eyes, jutting fangs and snorting, flared nostrils.

	Minotaur	Minotaur Champion	Minotaur Hero
Wounds:	15	34	48
Move:	6	6	6
Weapon Skill:	4	5	6
Ballistic Skill:	4+	3+	2+
Strength:	4	5	5
Toughness:	4	4 (5)	5 (7)
Initiative:	3	4	5
Attacks:	2	3	4
Gold (Each):	440	1100	2400
Armour:	–	1	2
Damage:	2D6	3D6	3D6/4D6(5+)

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
MINOTAUR	2	3	3	4	4	4	4	4	5	5
MIN. CHAMP.	2	2	3	3	4	4	4	4	4	4
MIN. HERO	2	2	3	3	3	4	4	4	4	4

Special Rules (Minotaur): Fear 5.

Special Rules (Minotaur Champion)

Fear 6; Magic Weapon.

Special Rules (Minotaur Hero)

Fear 9; 2 x Magic Item; Magic Weapon.

## · OGRES ·

Ogres stand twice as tall as a man, with massive muscles, jutting jaws and thick bony foreheads.

Once an Ogre decides to act it is all but unstoppable!

Wounds:	13
Move:	6
Weapon Skill:	3
Ballistic Skill:	5+
Strength:	4
Toughness:	5
Initiative:	3
Attacks:	2
Gold (Each):	400
Armour:	–
Damage:	1D6/2D6(5+)



ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	4	4	4	4	5	5	5	6

Special Rules: Fear 5.

## · RAT OGRES ·

Rat Ogres are the most feared creations of the Skaven Clan Moulder. Devoted entirely to bloodshed, a Rat Ogre is a hugely muscled killing machine with the speed and ferocity of a Skaven Warrior.

Wounds:	20	Attacks:	2
Move:	6	Gold (Each):	500
Weapon Skill:	4	Armour:	-
Ballistic Skill:	-	Damage:	2D6
Strength:	5		
Toughness:	5		
Initiative:	5		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	3	4	4	4	4	4	5	5

Special Rules: Fear 5.

## · TROLLS ·

Trolls are large and foul creatures, with gangling limbs and cold, damp hides. Renowned for their strength and unthinking ferocity, Trolls can rip a man apart with their bare hands.

Trolls are able to regenerate damaged flesh, and so are all but impossible to kill. Not only that, they have the ability to vomit the corrosive contents of their stomach over their victim, melting armour, flesh and bone with ease.



### STONE TROLLS

One particularly vicious form of Troll is the Stone Troll, whose hide is as tough as rock and which the strange ability of sucking the very power of magic out of the surrounding area.

	Troll	Stone Troll
Wounds:	30	25
Move:	6	6
Weapon Skill:	3	3
Ballistic Skill:	6+	6+
Strength:	5	5
Toughness:	4	4
Initiative:	1	1
Attacks:	3	3
Gold (Each):	650	650
Armour:	-	-
Damage:	2D6	2D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TROLL	2	3	4	4	4	4	5	5	5	6
STONE TROLL	2	3	4	4	4	4	5	5	5	6

#### Special Rules (Troll)

Fear 6; Regenerate 2; Vomit.

#### Special Rules (Stone Troll)

Fear 6; Magic Drain 6+; Regenerate 2.

## · WARHOUNDS ·

Chaos Warriors and Dark Elves sometimes drive packs of Warhounds rather than Chaos Hounds against the Warriors.

Wounds:	6	Attacks:	1
Move:	5	Gold (Each):	130
Weapon Skill:	4	Armour:	-
Ballistic Skill:	-	Damage:	1D6
Strength:	3		
Toughness:	3		
Initiative:	6		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	3	4	4	4	4	4	5	5

Special Rules: Ambush 5+; Gang Up.

## · WYVERN ·

Wyverns are similar in appearance to dragons, though they are longer and more sinuous and do not have front limbs. Wyverns are scaly beasts, with thick plates of horn covering their bodies from head to foot. This makes them very difficult to slay, as their hide protects them from harm much like armour.

Wyverns have long sinuous necks, which dart forwards and back with lightning speed. Their heads are spiny and their mouths full of barbed teeth, while their constant screeching and roaring is extremely frightening. Their tails are barbed and top with a deadly sting.

Wounds:	46
Move:	6
Weapon Skill:	5
Ballistic Skill:	-
Strength:	5
Toughness:	6 (9)
Initiative:	4
Attacks:	3
Gold (Each):	1800
Armour:	3
Damage:	3D6/4D6(5+)



ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	2	3	3	4	4	4	4	4	4

#### Special Rules

Drag and Rend; Fly; Ignore Blows 5+; Ignore Pain 6; Large Monster; Never Pinned; Sting (3D6); Terror 10.

#### Drag and Rend

At the start of each turn draw a Warrior counter to determine which Warrior the Wyvern attacks. The Wyvern stretches out its long neck and attempts to ensnare and drag him nearer.

The Wyvern makes a normal to hit roll. If it succeeds it doesn't cause any damage, but instead has clutched the Warrior and dragged him. That model is immediately moved to the nearest square adjacent to the Wyvern, moving other models out of the way as necessary. All of the Wyvern's normal attacks are then carried out against the captured Warrior as normal. If 2 or more of these remaining attacks hit home, the Warrior has been stung.

Note that the targeted Warrior may only attempt to dodge the initial grab and not any subsequent attacks.

# • ORCS & GOBLINS •

*It was primarily the Orc races that drove the Dwarfs from their ancient homes, turning the once proud cities into the dank, death-filled lairs they have since become. Orcs, Goblins, and their smaller cousins Snotlings, and are all, to coin a human term, green-skins. They are ferocious raiders and relentless warriors, and their constant attacks threaten to engulf the human lands of the Old World. All Orcs live to wage war, and it is this that makes them so dangerous. Yet this love of combat is also their greatest weakness, as it means they expend much of their energy fighting each other. Goblins are smarter than Orcs but nowhere near as warlike. They are cunning rather than strong, and rely a great deal on their Orc cousins when it comes to the serious business of fighting.*

## • GOBLINS •

Like their big relatives the Orcs, Goblins vary in size although they are typically smaller than Orcs and usually smaller than a man. Goblins have quick, nimble fingers and small darting eyes, their teeth are tiny and very pointy. Compared to the large, powerful bodies of the Orcs, Goblins look rather thin and scrawny with gangly arms. Their voices are much higher pitched than those of Orcs, and they are extremely noisy and garrulous where Orcs are inclined to speak slowly and infrequently (considering the determined glare and comparison of fangs to be sufficient communication in most situations).

	Goblin	Goblin Boss	Goblin Big Boss	Goblin Netter
Wounds:	2	6	12	2
Move:	4	4	4	4
Weapon Skill:	2	3	4	2
Ballistic Skill:	5+	3+	2+	5+
Strength:	3	4	4	3
Toughness:	3	3 (5)	4 (6)	3
Initiative:	2	3	4	2
Attacks:	1	2	3	1
Gold (Each):	20	150	330	35
Armour:	-	2	2	-
Damage:	1D6	1D6	1D6	Special

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
GOBLIN	3	4	4	4	5	5	6	6	6	6
GOBLIN BOSS	2	3	4	4	4	4	5	5	5	6
GOB. BIG BOSS	2	3	3	4	4	4	4	4	5	5
NETTER	3	4	4	4	5	5	6	6	6	6

### Special Rules (Goblin)

Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight in Ranks).

### Special Rules (Goblin Boss)

Magic Weapon.

### Special Rules (Goblin Big Boss)

Magic Weapon; Magic Resistance 5+ (Ring).

### Special Rules (Netter)

Armed with Nets.

### Net

Roll to hit as normal. Any Warrior hit by a net quickly becomes enmeshed. Once a Warrior has been netted by a successful to hit roll, roll 1D6 for each additional net-armed Monster attacking him who has not yet attacked him this turn but was about to do so. On a score of 1, 2 or 3 the Warrior automatically becomes ensnared by that Monster's net as well. On a score of 4, 5 or 6 the Monster instead attacks the Warrior with a club at +2 to hit, inflicting (1D6+Strength) Wounds if he succeeds. While netted, a Warrior may not attack in any way, including magic.

At the start of each turn, roll 1D6 for each netted Warrior, add his Strength to the score and subtract the number of nets ensnaring him. If the score is 7 or more, he breaks free from all of the nets and may fight as normal.

## • GOBLIN FANATICS •

Night Goblins cultivate many kinds of toxic fungi in their dark caves. One particular variety, known as the Mad Cap, is much valued for its hallucinogenic properties. During battle, Goblin Fanatics gobble down handfuls of these fungi to turn them into whirling green killing machines. The Goblins become impervious to pain, almost completely unaware of their environment, hugely strong, and completely fearless.

	Goblin Fanatic
Wounds:	2
Move:	4
Weapon Skill:	2
Ballistic Skill:	5+
Strength:	3
Toughness:	3
Initiative:	2
Attacks:	1
Gold (Each):	300
Armour:	-
Damage:	Special



ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
FANATIC	3	4	4	4	5	5	6	6	6	6

### Special Rules (Fanatic)

Armed with Ball and Chain; Never Pinned.



### Ball and Chain

This weapon is swung around the Goblin's head and is a danger to all Warriors standing nearby and, unfortunately, to the Goblin himself. A Goblin Fanatic always attempts to get adjacent to as many Warriors as possible. At the end of each Monsters' Phase, all Warriors adjacent to a Goblin Fanatic automatically takes 1D6+3 Wounds, with no modifier for armour. However, if the damage roll is a natural 1 the Fanatic has also managed to strangle itself with its own Ball and Chain and is killed.

## • GOBLIN SQUIG HUNTERS •

The Goblins that live in the caves and tunnels under the Worlds Edge Mountains hunt the wild Squigs that also live there. When trained (and even if they're not!) the Squigs are used as guard dogs or herded into battle.



Wounds:	2	Attacks:	1
Move:	4	Gold (Each):	25
Weapon Skill:	2	Armour:	-
Ballistic Skill:	5+	Damage:	1D6
Strength:	3		
Toughness:	3		
Initiative:	2		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	3	4	4	4	5	5	6	6	6	6

**Special Rules:** Herd Squigs.

### Herd Squigs

Being rather vicious creatures, each Squig requires two Goblin Squig Hunters to control it, moving it forward with a long, pointed stick called a 'prodder'.

When placing Goblin Hunters and Squigs on the board, place one Squig on the board first, then the two Squig Hunters that mind it, then a second Squig and its two minders, and so on.

Each Squig Hunter in the team is a normal Goblin, but they must move as a pair and remain in adjacent squares. To keep control of their Squig both members of the team must be present on the same board section as the Squig.

As long as there are two Squig Hunters for every Squig on the board section, the Squigs never fall asleep and only attack another Squig on a natural roll of a 6 (see the Squig entry in the Monsters section of the Bestiary). If there are not enough Squig Hunters to control a Squig it becomes wild.

If both Squig Hunters are present in a team and they attack a Warrior with their prodder they inflict an extra 1D6 Wounds on top of their normal damage roll.

## • GOBLIN SHAMAN •

Although not as powerful as Orc Shamans, Goblin Shamans also practice a crude form of Orcish magic, drawing on the power of the Waaagh! generated by other Goblins around them.

Wounds:	3	Attacks:	1
Move:	4	Gold (Each):	280
Weapon Skill:	2	Armour:	-
Ballistic Skill:	5+	Damage:	1D6
Strength:	3		
Toughness:	4		
Initiative:	3		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	3	4	4	4	5	5	6	6	6	6

### Special Rules

Goblin Magic 1; Magic Resistance 5+ (Ring).

### GOBLIN MAGIC

At the start of each Monsters' Phase, a Goblin Shaman may cast one of the following spells. Roll 2D6 on the following table to determine which.

- 2-4 Failure. The Shaman fails to cast a spell.
- 5 'Ere We Go. The Shaman floods his allies with power. All Orcs and Goblins on the board get +1 Attack this turn and +1 Toughness next turn.
- 6 Waaagh! Roll 2D6 for each Warrior spellcaster on the board. If the score is equal to or greater than the Warrior's Battle-level he is knocked to the ground for 1 turn, during which time he may do nothing.
- 7 Brain Bursta. A bolt of power erupts from the Shaman's head. Draw a Warrior counter to determine which Warrior is targeted. Roll 2D6. If the score is greater than the target's Battle-level he is hit - roll 1D6:
  - 1 The Warrior's head explodes, killing him instantly.
  - 2-5 The Warrior suffers (2 x the Dungeon level) Wounds, with no modifiers for Toughness or armour.
  - 6 The Warrior suffers 1D6 Wounds, with no modifiers for Toughness or armour.
- 8 Hand of Gork. This spell moves the Shaman and any allied Monsters using missile weapons out of hand-to-hand combat with the Warriors. Move the Monsters so that they are no longer adjacent to the Warriors, moving other Monsters to make room if necessary. If the Shaman is not in hand-to-hand combat re-roll this result.
- 9 Fist of Gork. The Shaman's arms become entwined with glowing bands of power. Draw a Warrior counter to determine which Warrior is targeted. That Warrior suffers 1D6 hits at the Shaman's Strength+4.
- 10 Da Krunch. One of the Warriors is stamped on by the mighty Foot of Gork. Draw a Warrior counter to determine which Warrior is targeted. That Warrior suffers 1D6+10 Wounds.
- 11 Mork Save Uz! Roll 1D6 for each spellcasting Warrior. On a score of 4, 5 or 6 all of that Warriors' remaining points of Power are lost this turn. This does not affect any innate stored Power.
- 12 'Eadbutt. The Shaman magically 'eadbutts one of the Warrior spellcasters. If there is more than one spellcaster, draw a Warrior counter to determine which Warrior is targeted. Roll (1D6+Dungeon level) for the Shaman and (1D6+Battle level) for the target. If the Shaman wins or it is a draw add the two dice together: the target takes that many Wounds, with no modifiers for Toughness or armour, and cannot cast any magic next turn. If the Warrior wins the spell has no effect.

## • HOBGOBLINS •

Hobgoblins are close relatives of the other green-skinned races, but are quite distinctive in appearance, being taller than Goblins yet not as burly as Orcs. They are extremely cowardly and sneaky, much taken with ganging up on their victims in the dark. They are often found in the employ of Chaos Dwarfs.

Wounds:	4
Move:	4
Weapon Skill:	3
Ballistic Skill:	4+
Strength:	3
Toughness:	3 (4)
Initiative:	2
Attacks:	1
Gold (Each):	50
Armour:	1
Damage:	1D6



ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	4	4	4	4	5	5	5	6

**Special Rules:** Ambush, Magic A; Break.

## • ORCS •

Orcs vary in height and physical appearance more than humans – some are no taller than a man but most are substantially larger. They are also much broader than humans, with big deep chests, massive shoulders and powerfully muscled arms. Orcs have large heads with huge jaws but tiny foreheads behind which lurk a thick skull and little brain.

	Orc	Orc Boss	Orc Big Boss	Orc War Boss
Wounds:	3	18	25	33
Move:	4	4	4	4
Weapon Skill:	3	4	5	6
Ballistic Skill:	4+	3+	2+	1+
Strength:	3	4	4	4
Toughness:	4	4 (6)	5 (8)	5 (8)
Initiative:	2	3	4	5
Attacks:	1	2	3	4
Gold (Each):	55	330	720	1100
Armour:	–	2	3	3
Damage:	1D6	2D6	2D6	2D6/3D6(5+)

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
ORC	2	3	4	4	4	4	5	5	5	6
ORC BOSS	2	3	3	4	4	4	4	4	5	5
ORC BIG BOSS	2	2	3	3	4	4	4	4	4	4
ORC WAR BOSS	2	2	3	3	3	4	4	4	4	4

### Special Rules (Orc)

Armed with [1-3] Bows (Str 3) or [4-6] Swords.

**Special Rules (Orc Boss):** Magic Weapon.

### Special Rules (Orc Big Boss)

Ignore Pain 6+; Magic Armour; Magic Weapon.

### Special Rules (Orc Warboss)

Ignore Pain 5+; Magic Armour; 2x Magic Items; Magic Weapon.

## • BLACK ORCS •

Black Orcs are the biggest and strongest of all Orcs. They are the most powerful, disciplined warriors, and regard other Orcs and Goblins as puny weaklings.

	Black Orc	Black Orc Champion	Black Orc Boss	Black Orc Big Boss
Wounds:	7	10	20	23
Move:	4	4	4	4
Weapon Skill:	4	4	5	6
Ballistic Skill:	4+	4+	3+	2+
Strength:	4	4	5	5
Toughness:	4 (5)	4 (6)	4 (6)	5 (8)
Initiative:	2	2	3	4
Attacks:	1	2	2	3
Gold (Each):	90	140	420	910
Armour:	1	2	2	3
Damage:	1D6	1D6/2D6(5+)	2D6	2D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
BLACK ORC	2	3	3	4	4	4	4	4	5	5
B. ORC CHAMP.	2	3	3	4	4	4	4	4	5	5
B. ORC BOSS	2	2	3	3	4	4	4	4	4	4
B. ORC BIG BOSS	2	2	3	3	4	4	4	4	4	4



**Special Rules (Black Orc):** None.

### Special Rules (Black Orc Champion)

Armed with [1-3] Bows (Str 4) or [4-6] Swords.

### Special Rules (Black Orc Boss)

Magic Weapon.

### Special Rules (Black Orc Big Boss)

Magic Armour; Magic Weapon.

## • SAVAGE ORCS •

There are many tribes of Orcs, and they are constantly breaking up and reforming under the leadership of new ambitious Orc Warlords. Savage Orcs have a more primitive lifestyle than other Orcs. They dress in furs and skins, and decorate their bodies with tattoos. Because they are so close to nature, Savage Orcs tend to make good shamans.

Wounds:	5	Attacks:	1
Move:	4	Gold (Each):	65
Weapon Skill:	3	Armour:	*Special
Ballistic Skill:	4+	Damage:	1D6
Strength:	3		
Toughness:	4*		
Initiative:	2		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	4	4	4	4	5	5	5	6

### Special Rules

Armed with Bows (Str 4); \*Tattoos 6+.

## · ORC SHAMAN ·

Orc Shamans are more powerful than their Goblin cousins, soaking up the psychic energy of the greenskins around them to create raw Waaagh! magic to hurl at their foes.

	Orc Shaman	Orc Sham. Champ.	Orc Sham.Lord	Sav. Orc Shaman
Wounds:	16	20	42	16
Move:	4	4	4	4
Weapon Skill:	3	3	3	3
Ballistic Skill:	4+	4+	5+	4+
Strength:	3	4	4	3
Toughness:	5	5 (7)	5 (7)	5*
Initiative:	3	3	5	3
Attacks:	1	1	3	1
Gold (Each):	590	1180	2870	590
Armour:	-	2	2	*Special
Damage:	1D6	1D6/2D6(5+)	2D6/3D6(5+)	1D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
ORC SHAMAN	2	3	4	4	4	4	5	5	5	6
O. SHAM. CHAMP.	2	3	4	4	4	4	5	5	5	6
O. SHAM. LORD	2	3	4	4	4	4	5	5	5	6
SAV. ORC SHAMAN	2	3	4	4	4	4	5	5	5	6

### Special Rules (Orc Shaman)

Orc Magic 1; Magic Resistance 6+; Magic Weapon.

### Special Rules (Orc Shaman Champion)

Orc Magic 3; Magic Resistance 5+; Magic Weapon.

### Special Rules (Orc Shaman Lord)

Orc Magic 3; Magic Dispel 5+; Magic Resistance 4+; Magic Item; Magic Weapon.

### Special Rules (Savage Orc Shaman)

Orc Magic 1; Magic Resistance 6+; Magic Weapon; \*Tattoos 5+.



Savage Orc

## ORC MAGIC

An Orc Shaman may cast spells at the start of each Monsters' Phase. Roll 2D6 on the following table to determine which spells are cast:

- 2 Failure. The Shaman fails to cast a spell.
- 3 'Ere We Go. The Shaman floods his allies with power. All Orcs and Goblins on the board get +1 Attack this turn and +1 Toughness next turn.
- 4 Waaagh! Roll 2D6 for each Warrior spellcaster on the board. If the score is equal to or greater than the Warrior's Battle-level he is knocked to the ground for 1 turn, during which time he may do nothing.
- 5 Brain Bursta. A bolt of power erupts from the Shaman's head. Draw a Warrior counter to determine which Warrior is targeted. Roll 2D6. If the score is greater than the target's Battle-level he is hit - roll 1D6:
  - 1 The Warrior's head explodes, killing him instantly.
  - 2-5 The Warrior suffers (2 x the Dungeon level) Wounds, with no modifiers for Toughness or armour.
  - 6 The Warrior suffers 1D6 Wounds, with no modifiers for Toughness or armour.
- 6 Hand of Gork. This spell moves the Shaman and any allied Monsters using missile weapons out of hand-to-hand combat with the Warriors. Move the Monsters so that they are no longer adjacent to the Warriors, moving other Monsters to make room if necessary. If the Shaman is not in hand-to-hand combat re-roll this result.
- 7 Fist of Gork. The Shaman's arms become enwrapped with glowing bands of power. Draw a Warrior counter to determine which Warrior is targeted. That Warrior suffers 1D6 hits at the Shaman's Strength+4.
- 8 Da Krunch. One of the Warriors is stamped on by the mighty foot of Gork. Draw a Warrior counter to determine which Warrior is targeted. That Warrior suffers 1D6+10 Wounds.
- 9 Mork Save Uz! Roll 1D6 for each spellcasting Warrior. On a score of 4, 5 or 6 all of that Warriors' remaining points of Power are lost this turn. This does not affect any innate stored Power.
- 10-12 'Eadbutt. The Shaman magically 'eadbutts one of the Warrior spellcasters. If there is more than one spellcaster, draw a Warrior counter to determine which Warrior is targeted. Roll (1D6+Dungeon level) for the Shaman and (1D6+Battle-level) for the target. If the Shaman wins or it is a draw add the two dice together: the target takes that many Wounds, with no modifiers for Toughness or armour, and cannot cast any magic next turn. If the Warrior wins the spell has no effect.

## · SNOTLINGS ·

Snotlings are the smallest of the green-skinned races. They are not very intelligent and behave very much like extremely enthusiastic and uncontrollable puppies. They can fetch and carry for other Goblin or Orc races, and do other rather limited tasks, but they are little use for any real work.

Wounds:	1	Attacks:	1
Move:	4	Gold (Each):	10
Weapon Skill:	1	Armour:	-
Ballistic Skill:	-	Damage:	Special
Strength:	1		
Toughness:	1		
Initiative:	1		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	4	4	5	6	6	6	6	6	6	6

Special Rules: Ambush, Magic A; Gang Up.

# • SKAVEN •

*In the distant past rats infesting a decaying ruin fed upon upon a mighty source of magic power. This source was a substance called warpstone – solidified fragments of raw sorcery. Under its unwholesome influence the scuttling vermin mutated, growing in size and intelligence into the vile children of Chaos known as the Skaven.*



Warpstone is vital to the Skaven: they depend on it to feed and drive their civilisation and it forms a vital part of their foul ceremonies and the worship of their dark god, the Horned Rat.

Much of their technology and arcane weaponry – from the deadly and unpredictable warpfire throwers to the noxious censer bearers – utilises warpstone as its power source.

The four most powerful Skaven Clans are Clan Moulder, Clan Eshin, Clan Skryre, and Clan Pestilens. These Great Clans are the masters of the Skaven and the rulers of their under-empire, and have complete ascendancy over the struggling mass of the ordinary Warlord Clans.

## • SKAVEN CLANRATS •

Individual Skaven warriors are vicious but cowardly creatures, and they are best deployed in large numbers. The more powerful warriors lead their brethren into combat, and a Skaven Champion will not think twice about stabbing his leader in the back in his desire to rise to the rank of Chieftain.

	Skaven Clanrat	Skaven Clanrat Champion	Skaven Chieftain
Wounds:	3	11	20
Move:	5	5	5
Weapon Skill:	3	4	5
Ballistic Skill:	4+	3+	2+
Strength:	3	4	4
Toughness:	3	3 (5)	4 (6)
Initiative:	4	5	6
Attacks:	1	2	3
Gold (Each):	40	270	590
Armour:	–	2	2
Damage:	1D6	2D6	2D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
SK. CLANRAT	2	3	4	4	4	4	5	5	5	6
SK. CHAMPION	2	3	3	4	4	4	4	4	5	5
SK. CHIEFTAIN	2	2	3	3	4	4	4	4	4	4

**Special Rules (Skaven Clanrat):** None.

**Special Rules (Skaven Clanrat Champion)**  
Magic Weapon; Never Pinned.

**Special Rules (Skaven Chieftain)**  
Dodge 5+; Never Pinned; Weeping Blade.

## • SKAVEN ASSASSINS •

The black-clad assassins of Clan Eshin are rightly feared by those who know of them. They are trained from birth as quick, murderous fighters adept in the use of poisons, garrottes, throwing stars and all manner of exotic weapons. From the lowly Gutter Runners to the deadly Deathmasters, all are feared and respected.

	Gutter Runner	Skaven Assassin	Skaven Deathmaster
Wounds:	5	7	32
Move:	6	6	6
Weapon Skill:	4	5	8
Ballistic Skill:	3+	3+	1+
Strength:	4	4	4
Toughness:	3	3	4
Initiative:	5	5	10
Attacks:	1	2	5
Gold (Each):	120	300	2300
Armour:	–	–	–
Damage:	1D6	1D6	4D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
GUTTER RUNNER	2	3	3	4	4	4	4	4	5	5
ASSASSIN	2	2	3	3	4	4	4	4	4	4
DEATHMASTER	2	2	2	3	3	3	3	4	4	4

**Special Rules (Gutter Runners):** Ambush 4+.

**Special Rules (Skaven Assassins)**  
Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade.

**Special Rules (Skaven Deathmasters)**  
Ambush, Magic A; Assassinate 4+; Dodge 4+; Magic Resistance 5+; Magic Weapon; Weeping Blade.





## · WARPFIRE THROWER TEAM ·

Wounds:	3
Move:	4
Weapon Skill:	3
Ballistic Skill:	5+
Strength:	3
Toughness:	3 (4)
Initiative:	4
Attacks:	1
Gold (Each):	700
Armour:	1
Damage:	Special



ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	4	4	4	4	5	5	5	6

### Special Rules

Armed with Warpfire Thrower; (Missile Troops).

### Skaven Firethrower

Skaven Warpfire Thrower teams are placed as if they were armed with missile weapons. The warpfire throwers that they carry consist of a tank of superheated warpstone connected to a gun mechanism that can spray the tainted flame across a wide area. Each warpfire thrower requires a team of two Skaven to use it. If one of the Skaven is killed the other cannot continue to use the weapon and may only make a normal hand-to-hand attack from then on.



At the start of the Monsters' Phase draw a Warrior counter to determine which Warrior is targeted by the team. If there is more than one team in combat, distribute their hits according to the normal One-on-one rule.

Each time a warpfire thrower is fired, the flames form a 1-square wide corridor that travels across the room in a straight line toward the target, hitting everything in its path.

If a model is hit by a warpfire thrower, it suffers 3D6 Wounds. If the dice come up with 2 or 3 natural 1's the warpfire thrower has misfired and you should roll on the following table:

- 1-4 **Kaboom!** The warpfire thrower explodes, causing 4D6 Wounds on every model in the room. Roll 1D6 for each additional warpfire thrower in the room. On a score of 1, 2 or 3 it too blows up, causing the same damage and requiring you to make another 1D6 roll for each intact warpfire thrower, and so on.
- 5-6 **Click-whoosh!** The warpfire thrower backfires, causing 3D6 Wounds against its crew.

In addition, roll 1D6 for each item of magical treasure the victim is carrying. On a roll of 1 the item is rendered useless for the rest of the dungeon. At the start of the next dungeon the item may be used normally again.

## · SKAVEN JEZZAILS ·

The jezzails of Clan Skryre are powerful, long-range missile weapons, firing warpstone charges and capable of punching through the toughest armour.

Wounds:	6	Attacks:	1
Move:	5	Gold (Each):	300
Weapon Skill:	3	Armour:	1
Ballistic Skill:	4+	Damage:	1D6
Strength:	3		
Toughness:	3 (4)		
Initiative:	4		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	4	4	4	4	5	5	5	6

### Special Rules

Armed with Jezzail (Str 5, ignore 3 points of armour).

### Skaven Jezzail

Skaven jezzails are missile weapons and Skaven that carry them are placed as such. The jezzail is a Strength 5 weapon that ignores up to 3 points of the victim's armour when determining damage.

## · SKAVEN VERMIN LORD ·

A Vermin Lord is a daemonic form of the great Horned Rat himself – the Skaven God Incarnate. Wielding a mighty Doom Glaive and capable of great sorcery, the Vermin Lord is a fearsome foe for even the most powerful Warriors to face.

Wounds:	75	Attacks:	8
Move:	8	Gold (Each):	6000
Weapon Skill:	8	Armour:	6
Ballistic Skill:	Auto	Damage:	6D6
Strength:	8		
Toughness:	7 (13)		
Initiative:	10		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	2	2	3	3	3	3	4	4	4

### Special Rules

Ambush, Magic A; Armed with Doom Glaive; Dodge 3+; Frenzy 5+; Greater Daemon 14; Ignore Pain 6; Large Monster; Skaven Magic 4\*; Magic Dispel 4+; Magic Resistance 4+; Skitterleap.

\* Note that because the Skaven Magic Table only runs from 1 to 6, a Vermin Lord does not get the normal +1 on his roll for being a Greater Daemon

### Doom Glaive

Any Warrior hit by a Doom Glaive suffers an extra 2 Wounds, with no modifiers for Toughness or armour.

### Skitterleap

This ability allows the Vermin Lord to disappear, move through the warp and then reappear next to its chosen victim. By moving in this way the Vermin Lord is not subject to pinning and may move through any obstacles as though they were not there.

If the Vermin Lord manages to kill a Warrior and still has some Attacks left he may switch to another target to use them.

## • SKAVEN STORMVERMIN •

The biggest, most powerful and vicious Skaven are organised into elite warrior groups known as Stormvermin. These warriors are much feared by the Skaven Clanrats, and their warlords often lead bands of lesser Skaven into combat

	Skaven Stormvermin	Stormvermin Champion	Skaven Warlord
Wounds:	5	10	30
Move:	5	5	5
Weapon Skill:	4	4	6
Ballistic Skill:	4+	4+	1+
Strength:	4	4	4
Toughness:	3 (4)	3 (4)	4 (7)
Initiative:	5	5	7
Attacks:	1	1	4
Gold (Each):	95	110	900
Armour:	1	1	3
Damage:	1D6	1D6	2D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
STORMVERMIN	2	3	3	4	4	4	4	4	5	5
STVM. CHAMP.	2	3	3	4	4	4	4	4	5	5
WARLORD	2	2	3	3	3	4	4	4	4	4



### Special Rules (Skaven Stormvermin): –

**Special Rules (Skaven Stormvermin Champion)**  
Armed with Halberds; Fight in Ranks.

### Special Rules (Skaven Warlord)

Dodge 5+; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.

## • PLAGUE CENSER BEARERS •

The most fanatical and deranged members of Clan Pestilens are given the singular honour of wielding a plague censer. Inside this swinging ball burns a plague-infested warpstone that emits a foul bubonic vapour as the censer is swung. Flesh exposed to the vapour quickly erupts into sores and fluid-filled blisters.

Wounds:	4	Attacks:	1
Move:	5	Gold (Each):	150
Weapon Skill:	4	Armour:	–
Ballistic Skill:	–	Damage:	Special
Strength:	4		
Toughness:	4		
Initiative:	4		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	3	4	4	4	4	4	5	5

**Special Rules:** Armed with plague censers.

## Skaven Plague Censer

A Skaven plague censer is a heavy spiked ball on a length of chain. Make a normal hand-to-hand to hit roll against the target to determine if he is struck. If the target is hit, the censer causes 1D6+Strength damage, as usual, plus the victim must make a Toughness check. Roll 1D6 and add the victim's Toughness. If the score is 7 or more he is unaffected by the fumes that surround the censer. If the score is equal to or less than 7 he takes an additional 1D3 Wounds, with no modifiers for Toughness or armour.

## • SKAVEN PLAGUE MONKS •

The Plague Monks of Clan Pestilens are dedicated to the spreading of corruption and decay in the name of the Horned Rat. They are the initiates of infection and disciples of disease, with agents scattered across the cities of the Old World. The results of their hideous experiments are listed in the evil tome known as the Book of Woe, which contains details of all known diseases. The Plague Monks are led by Plague Priests or even a mighty Plague Lord, and fight with frenzied devotion.

	Skaven Plague Monk	Skaven Plague Priest	Skaven Plague Lord
Wounds:	5	23	30
Move:	5	5	5
Weapon Skill:	3	5	6
Ballistic Skill:	4+	2+	2+
Strength:	3	4	4
Toughness:	4	5	5
Initiative:	4	6	7
Attacks:	1	3	4
Gold (Each):	60	730	2250
Armour:	–	–	–
Damage:	1D6	1D6	3D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
PLAGUE MONK	2	3	4	4	4	4	5	5	5	6
PLAGUE PRIEST	2	2	3	3	4	4	4	4	4	4
PLAGUE LORD	2	2	3	3	3	4	4	4	4	4

### Special Rules (Plague Monk)

Frenzy 5+; Weeping Blade.

### Special Rules (Plague Priest)

Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade.

### Special Rules (Plague Lord)

Death Fog; Dodge 3+; Frenzy 3+; Magic Resistance 3+; 3 × Magic Items; Magic Weapon; Never Pinned; Terror 10; Weeping Blade.



### Death Fog

Any Warrior adjacent to a Skaven Plague Lord is overcome by the choking, noxious vapours that surround him. At the end of every turn all adjacent Warriors take 2 Wounds, with no modifiers for Toughness or armour. If a Warrior is taken to 0 Wounds by a Death Fog and is then healed his Starting Wounds score is reduced by -1D3 permanently.

## SKAVEN POISON GLOBADIERS

A poisoned wind globe is a fragile crystal sphere filled with a lethal warpstone gas. When the globe is shattered a yellowish-green vapour billows out to fill the area.

Move:	5	Attacks:	1
Weapon Skill:	3	Gold (Each):	200
Ballistic Skill:	4+	Armour:	-
Strength:	3	Damage:	Special
Toughness:	3		
Wounds:	4		
Initiative:	4		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	4	4	4	4	5	5	5	6

**Special Rules:** Armed with poison wind globes.

### Skaven Poison Globes

Skaven Poison Globadiers are missile troops and are treated just as if they were using normal missile weapons, applying all the normal missile weapon rules that implies.

Work out which Warriors have been hit. The poison globe attack affects those Warriors and all Warriors adjacent to them. Each affected Warrior rolls 1D6 and adds their Toughness to their score. If the total is 6 or less, the Warrior suffers 1D3 Wounds, with no modifiers for Toughness or armour.

However, as the globes they carry are poisoned, in addition to suffering normal damage the victim of a globe attack suffers all the effects of the *Poison* Special Ability. To summarise: if a Warrior is reduced to 0 Wounds by a Poison Globe his Strength is permanently reduced by -1. If a Warrior is reduced to 0 Strength he is killed and is removed from play.

## SKAVEN GREY SEERS

The mysterious Skaven known as Grey Seers are the servants of the Lords of Decay and carry their instructions to the clans. Grey Seers are invariably magicians of great power and may be found leading hordes of Skaven Clans into battle. Other Skaven Sorcerers – from Skaven Warlocks through to the powerful Warlock Chiefs – all recognise the superiority of the Grey Seers, cowering in fear when one approaches.

	Skaven Warlock	Warlock Champion	Master Warlock	Grey Seer
Wounds:	15	18	30	43
Move:	5	5	5	5
Weapon Skill:	3	3	3	6
Ballistic Skill:	4+	4+	4+	1+
Strength:	3	4	4	4
Toughness:	4	4	4	4
Initiative:	5	5	6	7
Attacks:	1	1	2	4
Gold (Each):	560	1180	1900	3400
Armour:	-	2	-	-
Damage:	2D6	2D6	2D6	3D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
WARLOCK	2	3	4	4	4	4	5	5	5	6
WAR. CHAMP.	2	3	4	4	4	4	5	5	5	6
MASTER WAR.	2	3	4	4	4	4	5	5	5	6
GREY SEER	2	2	3	3	3	4	4	4	4	4

### Special Rules (Skaven Warlock)

Dodge 5+; Skaven Magic 1; Magic Dispel 6+.

### Special Rules (Skaven Warlock Champion)

Skaven Magic 2; Magic Dispel 5+; Magic Resistance 5+; Magic Item; Weeping Blade.

### Special Rules (Skaven Master Warlock)

Skaven Magic 3; Magic Resistance 4+; 3 × Magic Items; Magic Weapon.

### Special Rules (Grey Seer)

Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 × Magic Items; Magic Weapon.

## SKAVEN MAGIC

At the start of each Monsters' Phase, a Skaven spellcaster may cast one or more of the following spells. Roll the relevant number of 1D6 on the following table to determine which spells are cast:

- Warp Power.** The Skaven uses the power of the warp to heal himself, curing 2D6 of his Wounds up to a maximum of his Starting Wounds. If the Skaven is already at his Starting Wounds score re-roll this result.
- Pestilent Breath.** The Skaven opens its jaws and black, pestilential fumes pour out and flood into the dungeon. Roll 1D6 for each Warrior and add his Toughness to the score. If the score is greater than 7 he is not affected. If the score is equal to or less than 7 he suffers (1D3 × the dungeon level) Wounds, with no modifiers for Toughness or armour.
- Warp Lightning.** Screeching in fury, the Skaven points its clawed hand at one of the Warriors and then blasts him with a streak of warp lightning. Draw a Warrior counter to determine who is targeted. The bolt causes (2D6 + the Dungeon level) Wounds, with no modifier for armour.
- Wither.** A greenish pallid glow spreads from the Skaven's outstretched paw. All adjacent Warrior suffer (1D6 + the Dungeon level) Wounds, with no modifiers for Toughness or armour. If there are no Warriors adjacent to the Skaven re-roll this result.
- Putrefy.** The Warriors see their surroundings begin to rot and decay, with worms and maggots writhing upon the bodies of the dead and wounded. The hallucination created by the Skaven is terrifyingly real. Roll 1D6 for each Warrior. On a score of 5 or 6 that Warrior is unaffected by the spell. On a score of 1, 2, 3 or 4 that Warrior may do nothing at all in the next Warriors' Phase.
- Scorch.** Flames engulf one of the Warriors, turning him into an incandescent column of fire. Draw a Warrior counter to determine who is targeted. The flames cause 4D6 Wounds, with no modifiers for Toughness or armour.





# • UNDEAD •

*In the Warhammer World, the dead do not rest easy. Necromancers practise their foul arts in distant castles and the deepest caves, and Vampires stalk the darkness. Mummies, Skeletons and the Ghosts of the dead protect their graves, jealously guarding the treasures they coveted whilst their bodies still lived.*

## • GHOSTS •

Ghosts are ethereal creatures or spirits, the shades of dead men returned to haunt the land of the living.

Wounds:	16	Attacks:	1
Move:	4	Gold (Each):	-
Weapon Skill:	2	Armour:	-
Ballistic Skill:	-	Damage:	Special
Strength:	-		
Toughness:	3		
Initiative:	3		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	3	4	4	4	5	5	6	6	6	6

**Special Rules:** Chill 1; Ethereal -1; Fear 6.

## • LICHES •

Some Necromancers are powerful enough to defy death and return as evil-hearted Liches. Although their flesh is shrivelled and long dead, they are still immensely powerful Sorcerers.

	Liche	Liche King
Wounds:	40	63
Move:	4	6
Weapon Skill:	7	7
Ballistic Skill:	Auto	Auto
Strength:	5	7
Toughness:	4	6 (12)
Initiative:	6	4
Attacks:	5	5
Gold (Each):	3500	7500
Armour:	-	6
Damage:	4D6	6D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
LICHE	2	2	2	3	3	3	4	4	4	4
LICHE KING	2	2	2	3	3	3	4	4	4	4

### Special Rules (Liche)

Fear 10; Necromantic Magic 3 (See *Necromancer* entry); 2 × Magic Items; Magic Weapon; Regenerate 2.

### Special Rules (Liche King)

Chaos Magic 2; Large Monster; Necromantic Magic 3; Magic Armour; Magic Dispel 4+; Magic Resistance 4+; 3 × Magic Items; Magic Weapon; Terror 14; Regenerate 2.

## • GHOULS •

Ghouls are the descendants of insane and evil hearted cannibals – men who ate the flesh of the dead. Over the years they have degenerated into a race that is no longer human. They live amongst places of the dead, feeding on corpses and sometimes attacking lone travellers or vulnerable groups.

Wounds:	4	Attacks:	2
Move:	4	Gold (Each):	80
Weapon Skill:	2	Armour:	-
Ballistic Skill:	-	Damage:	1D6
Strength:	3		
Toughness:	4		
Initiative:	3		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	3	4	4	4	5	5	6	6	6	6

**Special Rules:** Break; Fear 4.

## • MUMMIES •

Mummies are protected by powerful magics to preserve them and cheat death itself. They are deadly opponents, capable of delivering crushing blows upon their enemies.

	Mummy	Tomb King
Wounds:	40	45
Move:	3	3
Weapon Skill:	3	4
Ballistic Skill:	-	-
Strength:	4	5
Toughness:	5	5 (7)
Initiative:	3	4
Attacks:	2	3
Gold (Each):	450	1000
Armour:	-	2
Damage:	2D6	3D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
MUMMY	2	3	4	4	4	4	5	5	5	6
TOMB KING	2	3	3	4	4	4	4	4	5	5

**Special Rules (Mummy):** Fear 7; Tomb Rot (1D3)

### Special Rules (Mummy Tomb King)

Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6).



## • NECROMANCERS •

A Necromancer is an evil wizard with powers over the world of the dead. His magic enables him to extend his own life for centuries and to raise corpses to create Skeleton and Zombies.

	Necro.	Necro. Champion	Master Necro.	Necro. Lord
Wounds:	25	29	34	39
Move:	4	4	4	4
Weapon Skill:	4	5	6	7
Ballistic Skill:	3+	2+	1+	A
Strength:	4	4	5	5
Toughness:	3	3	4 (7)	4 (8)
Initiative:	3	4	5	6
Attacks:	2	3	4	5
Gold (Each):	680	1630	2780	4100
Armour:	-	-	3	4
Damage:	2D6	2D6	3D6	3D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
NECROMANCER	2	3	3	4	4	4	4	4	5	5
NEC. CHAMP.	2	2	3	3	4	4	4	4	4	4
MASTER NEC.	2	2	3	3	3	4	4	4	4	4
NEC. LORD	2	2	2	3	3	3	4	4	4	4

### Special Rules (Necromancer)

Necromantic Magic 1; Magic Resistance 5+; Magic Weapon; Regenerate 2.

### Special Rules (Necromancer Champion)

Necromantic Magic 2; Magic Resistance 4+; 2 × Magic Item; Magic Weapon; Regenerate 2.

### Special Rules (Master Necromancer)

Necromantic Magic 3; Magic Dispel 4+; Magic Resistance 4+; 3 × Magic Item; Magic Weapon; Regenerate 2.

### Special Rules (Necromancer Lord)

Ambush, Magic A; Necromantic Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 × Magic Item; Magic Weapon; Regenerate 2.

## NECROMANTIC MAGIC

At the start of each Monsters' Phase, a Necromancer may cast one or more of the following spells, depending on his Magic Rating. Roll the relevant number of D6 to determine which spells are cast:

- Winds of Death.** Reduces all of the Warriors' Attacks by -1 for the next Warriors' Phase.
- Soul Drain.** Inflicts 2D6 Wounds, with no modifiers for Toughness or armour, on a single Warrior. Use the Warrior counters to determine which Warrior is affected.
- Deathchill.** Reduces a single Warrior's Toughness by -2. If this reduces his Toughness to zero he is killed and may not be healed by any means except spells and magic items, etc., that can resurrect the dead. Use the Warrior counters to determine which Warrior is affected.  
If the Necromancer and all of his followers are destroyed, any Warriors whose Toughness has been reduced in this combat and are still alive have the damage to their Toughness restored.
- Summon Skeletons.** The Necromancer summons 6 Skeletons. They are placed on the board immediately and may move and fight this turn.
- Summon Ghouls.** The Necromancer summons 6 Ghouls. They are placed on the board immediately and may move and fight this turn.
- Summon Mummies.** The Necromancer summons 1D6 Mummies. They are placed on the board immediately and may move and fight this turn.

## • SKELETONS •

Skeleton warriors claw themselves out of the earth to attack the living. They wield rusty swords and axes, and mouldering remnants of armour still cling to their frame. Some skeletal champions are the remains of long dead warriors, guarding their ancient tombs against the living.

	Skeleton	Tomb Guardian
Wounds:	5	15
Move:	4	4
Weapon Skill:	2	3
Ballistic Skill:	5+	6+
Strength:	3	3
Toughness:	3	3(4)
Initiative:	2	2
Attacks:	1	1
Gold (Each):	80	110
Armour:	-	1
Damage:	1D6	2D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
SKELETON	3	4	4	4	5	5	6	6	6	6
TOMB GUARDIAN	2	3	4	4	4	4	5	5	5	6

### Special Rules (Skeleton)

Armed with [1-3] Bows (Str 3) or [4-6] Swords; Fear 5; Regenerate 1

**Special Rules (Tomb Guardian):** Fear 5; Regenerate 1

## • ZOMBIES •

Zombies are fresh corpses brought back to life by foul necromancy. Being more recently dead than Skeletons they retain more of their intellect and are more like living humans, although they are totally under the will of the Necromancer whose conjurations created them. Although rejuvenated by magic they continue to decay. Their flesh is rank and hangs in strips from their bodies, and their clothes are tattered and caked with blood.

Like Skeletons, Zombies are animated by magic, and this link can be broken as they fight, making them vulnerable to weapons in the same way as living men. They are horrible creations and extremely difficult to fight, though troops who stand their ground can beat them off if they keep their nerve.

Wounds:	5
Move:	4
Weapon Skill:	2
Ballistic Skill:	-
Strength:	3
Toughness:	3
Initiative:	1
Attacks:	1
Gold (Each):	40
Armour:	-
Damage:	1D6



ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	3	4	4	4	5	5	6	6	6	6

**Special Rules:** Fear 3.

## • WRAITHS •

Continual use of dark magic drains the soul and withers the body, until only an insubstantial husk remains, deprived of its substance and driven by a twisted mind. The victims of such foolishness are called Wraiths.

Once they were great men, wizards of considerable power, but now they are just shadows kept between life and death by their own bitterness. Their cloaks give them substance, but nothing remains of their physical bodies. Two glowing red eyes glint from behind their cowls. They are dangerous because their chill touch drains life from living creatures.

Wounds:	30	Attacks:	2
Move:	4	Gold (Each):	750
Weapon Skill:	3	Armour:	-
Ballistic Skill:	-	Damage:	Special
Strength:	3		
Toughness:	4		
Initiative:	3		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	4	4	4	4	5	5	5	6

**Special Rules:** Chill 2; Ethereal -1; Terror 8.

## • VAMPIRES •

Vampires are human in appearance, but their blood is tainted with supernatural energy. They are undead immortals who must spend the hours of daylight resting in darkness, for strong sunlight burns their flesh and destroys them.

	Vampire Count	Vampire Lord	Vampire Lord Necromancer
Wounds:	30	42	38
Move:	6	6	6
Weapon Skill:	7	8	7
Ballistic Skill:	2+	1+	2+
Strength:	7	7	6
Toughness:	6 (9)	6 (9)	5 (9)
Initiative:	8	9	8
Attacks:	3	4	3
Gold:	2000	3750	4750
Armour:	3	3	4
Damage:	2D6/3D6 (5+)	3D6	4D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
VAMPIRE COUNT	2	2	2	3	3	3	4	4	4	4
VAMPIRE LORD	2	2	2	3	3	3	3	4	4	4
VAMP. LORD NEC.	2	2	2	3	3	3	4	4	4	4

### Special Rules (Vampire Count)

Ambush, Magic A; Fly; Necromantic Magic 2; Magic Resistance 5+; Vampire.

### Special Rules (Vampire Lord)

Ambush, Magic A; Fly; Necromantic Magic 3; Magic Resistance 5+; Vampire.

### Special Rules (Vampire Lord Necromancer)

Ambush Magic A; Dispel 4+; Fly; Necromantic Magic 4; Magic Resistance 4+; Magic Armour; 2 x Magic Item; Magic Weapon; Vampire.

## VAMPIRE ABILITIES

In addition to their hand-to-hand attacks, Vampires may make a single special attack each turn. At the start of the Monsters' Phase roll 1D6 on the following table to determine what the Vampire does this turn.

- Transfix.** The Vampire transfixes one of the Warriors with his steely glare. Draw a Warrior counter to determine who is affected. Roll 1D6 and add that Warrior's Initiative. If the score is 11 or less he is transfixed for 1 turn. While transfixed the Warrior may do absolutely nothing and any Monster in combat with him automatically hits.
- Regenerate.** The Vampire regains 3D6 Wounds at the end of this turn, even if this takes him above his Starting Wounds score. The Vampire cannot regenerate if it is killed.
- Bite.** The Vampire bites all adjacent Warriors. Each suffers (the Dungeon level) Wounds, with no deductions for Toughness or armour. The Vampire then gains the total number of Wounds caused, adding them to his own Wounds, even if this takes him above his Starting Wounds score.
- Ethereal.** The Vampire become *Ethereal 2* until the start of the next Monsters' Phase. For the duration of this state he has a *Chill 3* attack rather than his normal hand-to-hand attacks.
- Cloak of Darkness.** The Vampire gathers a mantle of blackness around him. Until the start of the next Monsters' Phase all attacks against him are made at -1 to hit. In addition, all Warriors on the same board section as the Vampire lose 1 Attack in the next Warriors' Phase.
- Turns to Smoke.** At the end of the Monsters' Phase, after making any hand-to-hand attack, the Vampire vanishes in a pall of smoke. Remove the model from the board. At the start of the next Monsters' Phase take a Warrior counter and place the Vampire back on the board next to that Warrior. In addition, if the Vampire left the board on less than full Wounds he returns fully healed and back up to his Starting Wounds score.

## • WIGHTS •

Although their bodies are decayed leaving only bones and tattered flesh, Wights are held together by evil magic so strong that it has endured for centuries. They wear ancient battle gear, corroded by time. Their shrivelled and horrific bodies are adorned with golden amulets and rings.

	Wight	Wight Lord
Wounds:	14	35
Move:	4	4
Weapon Skill:	3	4
Ballistic Skill:	-	-
Strength:	3	4
Toughness:	4 (6)	4 (6)
Initiative:	3	4
Attacks:	1	2
Gold (Each):	370	650
Armour:	2	2
Damage:	2D6	2D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
WIGHT	2	3	4	4	4	4	5	5	5	6
WIGHT LORD	2	3	3	4	4	4	4	4	5	5

**Special Rules (Wight):** Fear 7.

### Special Rules (Wight Lord)

Fear 8; Magic Armour; Magic Weapon.



• LEVEL 1 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
	Roll on Level 2 Monster Table													
11	Ogres	6	3	5+	4	5	13	3	2	400	-	1/2(5+)	1D3	Fear 5.
12	Beastmen	4	4	4+	3	4	6	3	1	100	-	1	1D6+2	Throw Spears (Str 3).
14	Skaven Stormvermin	5	4	4+	4	3	5	5	1	95	1	1	1D8+3	-
15	Snotlings	4	1	-	1	1	1	1	1	10	-	5	1D6+6	Ambush, Magic A; Gang Up.
16	Giant Bats	8	2	-	2	2	1	-	1	15	-	1	1D6+6	Ambush A; Fly.
21	Giant Spiders	6	2	-	5	2	1	-	1	15	-	1	2D6	Web (1D3).
22	Giant Rats	6	2	-	3	3	1	4	1	25	-	5	2D6	Deathleap.
23	Orcs	4	3	4+	3	4	3	2	1	55	-	1	2D6	Armed with [1-3] Bows (Str 3) or [4-6] Swords.
24	Skaven Clanrats	5	3	4+	3	3	3	4	1	40	-	1	2D6	-
25	Savage Orcs & Savage Orc Shaman	4	3	4+	3	4	5	2	1	65	S*	1	1D6	Armed with Bows (Str 3); *Tattoos 6+.
		4	3	4+	3	5	16	3	1	590	S*	1	1	Orc Magic 1; Magic Resistance 6+; Magic Weapon; Tattoos 5+.
26	Goblin Netters	4	2	5+	3	3	2	2	1	35	-	5	1D6	Armed with Nets.
31	Skeletons	4	2	5+	3	3	5	2	1	80	-	1	2D6	Armed with [1-3] Bows (Str 3) or [4-6] Swords; Fear 5; Regenerate 1.
32	Zombies	4	2	-	3	3	5	1	1	40	-	1	1D6	Fear 3.
33	Ghouls	4	2	-	3	4	4	3	2	80	-	1	2D6	Break; Fear 4.
34	Dark Elves	5	4	3+	3	3	6	6	1	100	1	1	1D6+3	Armed with Crossbows (Str 4); Dodge 6+; Hate Elves.
35	Giant Spiders	6	2	-	5	2	1	-	1	15	-	1	2D6	Web (1D3).
36	1-3. Wild Cave Squigs 4-6. Trained Cave Squigs & Goblin Squig Hunters	5	4	-	5	3	3	5	2	200	-	1	1D3	Never Pinned; Wild Squig Attack.
		5	4	-	5	3	3	5	2	200	-	1	1D3	Never Pinned.
		4	2	5+	3	3	2	2	1	25	-	1	Special	Herd Squigs.
41	Snotlings	4	1	-	1	1	1	1	1	10	-	5	1D6+6	Ambush, Magic A; Gang Up.
42	Giant Bats	8	2	-	2	2	1	-	1	15	-	1	1D6+6	Ambush A; Fly.
43	Hobgoblins	4	3	4+	3	3	4	2	1	50	1	1	1D6+3	Ambush, Magic A; Break.
44	Goblins & Goblin Shaman	4	2	5+	3	3	2	2	1	20	-	1	1D6+6	Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight in Ranks).
		4	2	5+	3	4	3	3	1	280	-	1	1	Goblin Magic 1; Magic Resistance 5+ (Ring).
45	Minotaurs	6	4	4+	4	4	15	3	2	440	-	2	1D3	Fear 5.
46	Orcs	4	3	4+	3	4	3	2	1	55	-	1	2D6	Armed with [1-3] Bows (Str 3) or [4-6] Swords.
51	Snotlings	4	1	-	1	1	1	1	1	10	-	5	1D6+6	Ambush, Magic A; Gang Up.
52	Giant Bats	8	2	-	2	2	1	-	1	15	-	1	2D6	Web (1D3).
53	Giant Spiders	6	2	-	5	2	1	-	1	15	-	1	2D6	Deathleap.
54	Giant Rats	6	2	-	3	3	1	4	1	25	-	5	2D6	Deathleap.
55	Skaven Clanrats	5	3	4+	3	3	3	4	1	40	-	1	2D6	-
56	Skeletons	4	2	5+	3	3	5	2	1	80	-	1	2D6	Armed with [1-3] Bows (Str 3) or [4-6] Swords; Fear 5; Regenerate 1.
61	Goblins	4	2	5+	3	3	2	2	1	20	-	1	1D6+6	Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight in Ranks).
62	Hobgoblins	4	3	4+	3	3	4	2	1	50	1	1	1D6+3	Ambush, Magic A; Break.
63	Dark Elf Naggaroth Black Guards	5	5	3+	4	3	6	7	1	150	2	1	1D6+2	Armed with Halberds; Fight in Ranks; Hate Elves.
64	Centuars	8	3	3+	4	3	12	3	2	300	-	2	1D3	Armed with Bows (Str 4); Fear 4.
65	Minotaurs	6	4	4+	4	4	15	3	2	440	-	2	1D3	Fear 5.
66	Roll on Level 2 Monster Table													

• LEVEL 2 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
11	Roll on Level 3 Monster Table													
12	Chaos Warriors	4	6	1+	4	4	12	6	2	240	2	1	1D6+1	-
13	Centaur	8	3	3+	4	3	12	3	2	300	-	2	1D3	Armed with Bows (Str 4); Fear 4.
14	Ogres	6	3	5+	4	5	13	3	2	400	-	1/2(5+)	3	Fear 5.
15	Minotaurs	6	4	4+	4	4	15	3	2	440	-	2	3	Fear 5.
16	Snottlings	4	1	-	1	1	1	1	1	10	-	5	12	Ambush, Magic A; Gang Up.
21	Giant Bats	8	2	-	2	2	1	-	1	15	-	1	12	Ambush A; Fly.
22	Giant Spiders	6	2	-	5	2	1	-	1	15	-	1	12	Web (1D3).
23	Giant Rats	6	2	-	3	3	1	4	1	25	-	5	12	Deathleap.
24	Hobgoblins	4	3	4+	3	3	4	2	1	50	1	1	12	Ambush, Magic A; Break.
25	Rat Ogre	6	4	-	5	5	20	5	2	500	-	2	1D3	Fear 5.
26	Pink Horrors of Tzeentch	4	5	2+	4	3	8	6	2	200	-	1	1D6	Daemonic -1; Fear 6; Magic Resistance 6+;
														Die → Blue Horrors.
31	Blue Horrors of Tzeentch	4	3	4+	3	3	4	7	1	100	-	1	S	Daemonic -1; Fear 4; Magic Resistance 6+.
32	Fiends of Slaanesh	6	3	-	3	3	8	3	3	250	-	1	1D6	Aura of Slaanesh; Daemonic -1; Fear 6.
33	Bloodletters of Khorne	4	5	2+	4	3	7	6	2	200	-	1	1D6+2	Armed with Hellblade; Daemonic -1; Fear 5.
34	Plaguebearers of Nurgle	4	5	2+	4	3	9	6	2	200	-	1	1D6+2	Daemonic -1; Fear 5; Plague.
35	Chaos Hounds	6	4	-	4	4	8	4	2	160	2	1	1D6	Ambush 5+; Gang Up.
36	Black Orcs	4	4	4+	4	4	7	2	1	90	1	1	1D6+4	-
41	Savage Orcs	4	3	4+	3	4	5	2	1	65	5*	1	2D6	Armed with Bows (Str 4); *Tattoos 6+.
42	Beastmen	4	4	4+	3	4	6	3	1	100	-	1	1D6+2	Throw Spears (Str 3).
43	Skaven Gutter Runners & Skaven Plague Censer Bearers & Skaven Poison Globadlers	6	4	3+	4	3	5	5	1	120	-	1	1D6	Ambush 4+.
		5	4	-	4	4	4	4	1	150	-	5	1D6	Armed with Plague Censers.
		5	3	4+	3	3	4	4	1	200	-	5	1D6	Armed with Poison Globes.
44	Goblins & Goblin Boss	4	2	5+	3	3	2	2	1	20	-	1	12	Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight in Ranks), Magic Weapon.
45	Dark Elf Naggaroth Black Guards	4	3	3+	4	3	6	3	2	150	2	1	1	Armed with Halberds; Fight in Ranks; Hate Elves.
46	Chaos Warriors	5	5	3+	4	3	6	7	1	150	2	1	2D6	-
51	Centaur	4	6	1+	4	4	12	6	2	240	2	1	1D6+1	-
52	Ogres	8	3	3+	4	3	12	3	2	300	-	2	1D3	Armed with Bows (Str 4); Fear 4.
53	Minotaurs	6	3	5+	4	5	13	3	2	400	-	1/2(5+)	3	Fear 5.
54	Skeletons	6	4	4+	4	4	15	3	2	440	-	2	3	Fear 5.
55	Zombies	4	2	-	3	3	5	2	1	80	-	1	12	Armed with [1-3] Swords or [4-6] Swords; Fear 5; Regenerate 1.
56	Savage Orcs & Savage Orc Shaman	4	4	2	-	3	4	4	3	40	-	1	6	Fear 3.
61	Chaos Dwarfs	4	2	-	3	3	4	4	3	80	-	1	12	Break; Fear 4.
62	Chaos Dwarf Blunderbuss	3	4	4+	3	4	8	2	1	140	1	1	2D6	Armed with Bows (Str 4); *Tattoos 6+.
63	Bull Centaur	4	3	4+	3	4	5	2	1	65	S*	1	1	Orc Magic 1; Magic Resistance 6+; Magic Weapon; *Tattoos 5+.
64	Hobgoblin	4	3	4+	3	3	5	16	3	590	S*	1	1	Orc Magic 1; Magic Resistance 6+; Magic Weapon; *Tattoos 5+.
65	Minotaurs & Ogres	3	4	4+	3	4	8	2	1	140	2	1/2(6+)	1D6+2	Armed with Blunderbuss; Magic Resistance 6+.
		3	4	4+	4	4	8	2	1	140	1	1	1D6+2	Armed with Blunderbuss; Magic Resistance 6+.
		8	4	4+	4	4	12	3	2	410	2	1/2(5+)	3	Fear 5; Magic Resistance 6+.
		4	3	4+	3	3	4	2	1	50	1	1	12	Ambush, Magic A; Break.
		6	4	4+	4	4	15	3	2	440	-	2	1D3	Fear 5.
		6	3	5+	4	5	13	3	2	400	-	1/2(5+)	1D3	Fear 5.
66	Roll on Level 3 Monster Table													



• LEVEL 3 MONSTER TABLE •

D56	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
11	Roll on Level 4 Monster Table													
12	Trolls	6	3	6+	5	4	30	1	3	650	-	2	1D3	Fear 6; Regenerate 2; Vomit.
13	Minotaurs & Ogres	6	4	4+	4	4	15	3	2	440	-	2	1D3	Fear 5.
		6	3	5+	4	5	13	3	2	400	-	1/2(5+)	1D3	Fear 5.
14	Centuars & Beastmen	8	3	3+	4	3	12	3	2	300	-	2	1D6	Armed with Bows (Str 4); Fear 4.
		4	4	4+	3	4	6	3	1	100	-	1	1D6+2	Throw Spears (Str 3).
15	Daemonettes of Slaanesh	4	6	2+	4	3	15	6	3	300	-	1	1D6	Ambush 5+; Daemonic -1; Fear 6; Magic Resistance 6+.
16	Nurglings	4	3	4+	3	3	2	4	2	50	-	5	2D6	Ambush A; Daemonic -1; Fear 4; Gang Up; Plague.
21	Flamers of Tzeentch	9	3	2+	5	4	17	4	5	300	-	5	1D6+1	Ambush, Magic 5+; Daemonic -1; Fear 7; Flamer of Tzeentch Attack; Magic Resistance 6+.
22	Bloodletters of Khorne & Minotaur & Beastmen	4	5	2+	4	3	7	6	2	200	-	1	1D6	Armed with Heilblade; Daemonic -1; Fear 5.
		6	4	4+	4	4	15	3	2	440	-	2	1	Fear 5.
		4	4	4+	3	4	6	3	1	100	-	1	1D6	Throw Spears (Str 3).
23	Chaos Warriors	4	6	1+	4	4	12	6	2	240	2	1	2D6	-
24	Skaven Stormvermin & Skaven Champion	5	4	4+	4	3	5	5	1	95	1	1	1D6+3	-
		5	4	3+	4	3	11	5	2	270	2	2	1	Magic Weapon; Never Pinned.
25	Skaven Assassins	6	5	3+	4	3	7	5	2	300	-	1	1D6+2	Ambush A; Assassinate 6+; Dodge 5+; Weeping Blades.
26	Orcs & Orc Boss	4	4	3+	4	4	18	3	2	330	2	2	1	Armed with [1-3] Bows (Str 4) or [4-6] Swords.
		4	4	3+	4	4	18	3	2	330	2	2	1	Magic Weapon.
31	Ghosts	4	2	-	-	3	16	3	1	-	-	5	1D6+2	Chill 1; Ethereal -1; Fear 6.
32	Wights	4	3	-	3	4	14	3	1	370	2	2	1D6	Fear 7.
33	Giant Scorpions	5	3	-	5	6	20	1	2	450	-	2	1D3	Sting (2D6).
34	Gigantic Spider	5	3	-	5	4	20	1	2	450	-	2	1D3	Web (1D6).
35	Rat Ogre & Skaven Stormvermin	6	4	-	5	5	20	5	2	500	-	2	1D3	Fear 5.
		5	4	4+	4	3	5	5	1	95	1	1	1D6+3	-
36	Pink Horrors of Tzeentch	4	5	2+	4	3	8	6	2	200	-	1	6	Daemonic -1; Fear 6; Magic Resistance 6+; Die → Blue Horrors.
		4	3	4+	3	3	4	7	1	100	-	1	5	Daemonic -1; Fear 4; Magic Resistance 6+.
41	Blue Horrors of Tzeentch	6	3	-	3	3	8	3	3	250	-	1	6	Aura of Slaanesh; Daemonic -1; Fear 6.
42	Fiends of Slaanesh	4	6	1+	4	4	12	6	2	240	2	1	7	-
43	Chaos Warriors	4	5	2+	4	3	9	6	2	200	-	1	1D6+4	Daemonic -1; Fear 5; Plague.
44	Plaguebearers of Nurgle & Chaos Dwarfs & Chaos Dwarf Blunderbuss	3	4	4+	3	4	8	2	1	140	2	1/2(6+)	1D6+2	Magic Resistance 6+.
		3	4	4+	3	4	8	2	1	140	1	1	1D6+2	Armed with Blunderbuss; Magic Resistance 6+.
45	Chaos Dwarf Sorcerer	3	4	4+	3	5+1	8	3	1	590	2	1/2(6+)	1	Chaos Dwarf Magic 1; Magic Dispel 4+; Magic Resistance 4+; Protection Ring (+1T)
		8	4	4+	4	4	12	3	2	410	2	1/2(5+)	3	Fear 5; Magic Resistance 6+.
46	Bull Centaurs & Hobgoblins	4	3	4+	3	3	4	2	1	50	1	1	12	Ambush, Magic A; Break; Guards (Chaos Dwarf Sorcerer).
		4	1	-	1	1	1	1	10	10	-	5	12	Ambush, Magic A; Gang Up.
51	Snotlings & Giant Rats	6	2	-	3	3	1	4	1	25	-	5	12	Deathleap (see Bestiary).
		6	2	-	3	3	1	4	1	25	-	5	12	Web (1D3).
51	Giant Spiders & Giant Bats	8	2	-	2	2	1	-	1	15	-	1	12	Ambush, Magic A; Fly.
		4	4	4+	4	4	7	2	1	90	1	1	1D6+2	-
52	Black Orcs & Goblins	4	2	5+	3	3	2	2	1	20	-	1	1D6+6	Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight in Ranks).

• LEVEL 3 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
53	Ghosts	4	2	-	-	3	16	3	1	-	-	S	1D6+2	Chill 1; Ethereal -1; Fear 6.
54	Stone Trolls	6	3	6+	5	4	25	1	3	650	-	2	1D3	Fear 6; Magic Drain 6; Regenerate 2.
55	Minotaurs & Ogres	6	4	4+	4	4	15	3	2	440	-	2	3	Fear 5.
		6	3	5+	4	5	13	3	2	400	-	1/2(5+)	3	Fear 5.
56	Trolls	6	3	6+	5	4	30	1	3	650	-	2	1D3	Fear 6; Regenerate 2; Vomit.
61	Nurglings	4	3	4+	3	3	2	4	2	50	-	S	2D6	Ambush 5+; Daemonic -1; Fear 4; Gang Up; Plague.
62	Daemonettes of Slaanesh	4	6	2+	4	3	15	6	3	300	-	1	1D6	Ambush 5+; Daemonic -1; Fear 6; Magic Resistance 6+.
63	Giant Scorpions	5	3	-	5	6	20	1	2	450	-	2	1D3	Sting (2D6).
64	Gigantic Spider	5	3	-	5	4	20	1	2	450	-	2	1D3	Web (1D6).
65	Flamers of Tzeentch	9	3	2+	5	4	17	4	5	300	-	S	1D6+1	Ambush, Magic 5+; Daemonic -1; Fear 7; Flamer of Tzeentch Attack; Magic Resistance 6+.
66	Roll on Level 4 Monster Table													

• LEVEL 4 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
11	Roll on Level 5 Monster Table													
12	Juggernauts of Khorne & Chaos Warrior Riders	7	3	-	5	5	35	2	2	700	2	2	1D3+1	Daemonic -1; Fear 7; Magic Resistance 5+; Never Pinned. Choose whether your Warrior attacks Juggernaut or Rider.
13	Necromancer & Skeletons & Wights & Ghosts	4	4	3+	4	3	25	3	2	680	-	2	1	Necromantic Magic 1; Magic Resistance 5+; Magic Weapon; Regenerate 2.
		4	2	5+	3	3	5	2	1	80	-	1	2D6	Armed with [1-3] Bows (Str 4) or [4-6] Swords; Fear 5; Guards (Necromancer); Regenerate 1.
14	Daemonettes of Slaanesh	4	6	2+	4	3	15	6	3	300	-	1	1D6	Chill 1; Ethereal -1; Fear 6; Magic Resistance 6+.
15	Skaven Warlock & Skaven Assassins & Skaven Stormvermin Champions & Skaven Chieftain	5	3	4+	3	4	15	5	1	560	-	2	1	Dodge 5+; Skaven Magic 1; Magic Dispel 6+.
		6	5	3+	4	3	7	5	2	300	-	1	1D6	Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade.
		5	4	4+	4	3	10	5	1	110	-	1	1D6+3	Armed with Halberds; Fight In Ranks; Guards (Skaven Warlock).
		5	5	2+	4	4	20	6	3	590	2	2	1	Dodge 5+; Never Pinned; Weeping Blade.
16	Beastmen Champions	4	5	3+	4	4	30	4	2	610	-	1/2(5+)	1D3	Magic Weapon; Throw Spears (Str 8).
21	Black Orc Champions & Black Orc Boss	4	4	4+	4	4	10	2	2	140	2	1	1D6+4	Armed with [1-3] Bows (Str 3) or [4-6] Swords. Magic Weapon.
22	Dark Elf Beastmaster & 1-3 Chaos Hounds & 4-6 Warhounds	5	5	2+	4	3	15	7	2	150	2	1	1	Armed with Crossbow (Str 5); Beast Handler; Hate Elves.
		6	4	-	4	4	8	4	2	160	2	1	1D6	Ambush 5+; Gang Up.
		5	4	-	3	3	6	6	1	130	-	1	1D6	Ambush 5+; Gang Up.
23	Goblins & Goblin Fanatics & Goblin Big Boss	4	2	5+	3	2	2	1	300	-	5	1D3	1	Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight in Ranks).
		4	4	2+	4	4	12	4	3	330	2	1	1	Armed with Ball and Chain; Never Pinned.
24	Minotaurs & Ogres	6	3	5+	4	5	13	3	2	440	-	2	1D3	Magic Weapon; Magic Resistance 5+ (Ring).
		5	3	-	5	6	20	1	2	450	-	2	1D3	Fear 5.
25	Giant Scorpions & Gigantic Spider	5	3	-	5	4	20	1	2	450	-	2	1D3	Sting (2D6).
26	Beastmen & Beastmen Champion	4	4	4+	3	4	6	3	1	100	-	1	1D6+2	Web (1D6).
		4	5	3+	4	4	30	4	2	610	-	1/2(5+)	1	Throw Spears (Str 3).
31	Chaos Dwarf Sorcerer	3	4	4+	3	5+1	8	3	1	590	2	2	1	Magic Weapon; Throw Spears (Str 8).
		8	4	4+	4	4	12	3	2	410	2	1/2(5+)	3	Chaos Dwarf Magic 1; Magic Dispel 4+; Magic Resistance 4+; Protection Ring (+1T).
		3	4	4+	3	4	8	2	1	140	2	1/2(6+)	8	Fear 5; Magic Resistance 6+.
		3	4	4+	3	4	8	2	1	140	1	1	8	Magic Resistance 6+.
32	Bull Centaurs & Chaos Dwarfs & Chaos Dwarf Blunderbuss	5	5	2+	4	3	15	7	2	150	2	1	1	Armed with Blunderbuss; Guards (Chaos Dwarf Sorcerer); Magic Resistance 6+.
		6	4	-	4	4	8	4	2	160	2	1	1D6	Armed with Crossbow (Str 5); Beast Handler; Hate Elves.
		5	4	-	3	3	6	6	1	130	-	1	1D6	Ambush 5+; Gang Up.
33	Rat Ogre & Skaven Stormvermin	6	4	-	5	5	20	5	2	500	-	2	1D3	Ambush 5+; Gang Up.
		5	4	4+	4	3	5	5	1	95	1	1	12	Fear 5.
34	Ghosts	4	2	-	-	3	16	3	1	-	-	5	1D6+2	Chill 1; Ethereal -1; Fear 6.
35	Stone Trolls	6	3	6+	5	4	25	1	3	650	-	2	1D3	Fear 6; Magic Drain 6; Regenerate 2.
36	Beasts of Nurgle	3	3	-	3	5	25	3	1	750	-	2	1D3	Daemonic -1; Paralysis; Plague; Slimy Trail.
41	Beastmen Champions	4	5	3+	4	4	30	4	2	610	-	1/2(5+)	1D3	Magic Weapon; Throw Spears (Str 8)

• LEVEL 4 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
42	Dragon Ogres	6	4	5+	5	5	40	2	3	870	2	2	1D3	Fear 8.
43	Skaven Jezzails	5	3	4+	3	3	6	4	1	300	1	1	1D6	Armed with Jezzail (Str 5; Ignore 3 points of armour).
44	Daemonettes of Slaanesh	4	6	2+	4	3	15	6	3	300	-	1	1D6	Ambush 5+; Daemonic -1; Fear 6; Magic Resistance 6+.
45	Dragon Ogres	6	4	5+	5	5	40	2	3	870	2	2	1D3	Fear 8.
46	Mummies	3	3	-	4	4	5	40	2	450	-	2	1D3+1	Fear 7; Tomb Rot (1D3)
51	Trolls & Minotaur	6	3	6+	5	4	30	1	3	650	-	2	1D3	Fear 6; Regenerate 2; Vomit.
52	Juggernauts of Khorne & Chaos Warrior Riders	7	3	4+	4	4	15	3	2	440	-	2	1D3	Fear 5.
53	Mummies	4	6	1+	4	4	12	6	2	700	2	2	1D3+1	Daemonic -1; Fear 7; Magic Resistance 5+; Never Pinned. Choose whether your Warrior attacks Juggernaut or Rider.
54	Necromancer & Skeletons & Wights & Ghosts	3	3	-	4	4	40	3	2	450	-	2	1D3+1	Fear 7; Tomb Rot (1D3)
		4	4	3+	4	3	25	3	2	680	-	2	1	Necromantic Magic 1; Magic Resistance 5+; Magic Weapon; Regenerate 2.
		4	2	5+	3	3	5	2	1	80	-	1	2D6	Armed with [1-3] Bows (Str 4) or [4-6] Swords; Fear 5; Guards (Necromancer); Regenerate 1.
		4	3	-	3	4	14	3	1	370	2	2	1D6	Fear 7.
		4	2	-	3	3	16	3	1	-	-	5	1D6	Chill 1; Ethereal -1; Fear 6.
55	Goblins & Goblin Fanatics & Goblin Big Boss	4	2	5+	3	3	2	2	1	20	-	1	24	Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight in Ranks).
		4	2	5+	3	3	2	2	1	300	-	5	1D3	Armed with Ball and Chain; Never Pinned
		4	4	2+	4	4	12	4	3	330	2	1	1	Magic Weapon; Magic Resistance 5+ (Ring).
56	Chaos Champions	4	7	A	5	4	15	7	3	910	2	1	1D3	Magic Armour; Magic Weapon.
61	Rat Ogre & Skaven Stormvermin	6	4	-	5	5	20	5	2	500	-	2	1D3	Fear 5.
		5	4	4+	4	3	5	5	1	95	1	1	12	-
62	Dragon Ogres	6	4	5+	5	5	40	2	3	870	2	2	1D3	Fear 8.
63	Skaven Warlock & Skaven Assassins & Skaven Stormvermin Champions & Skaven Chieftain	5	3	4+	3	4	15	5	1	560	-	2	1	Dodge 5+; Skaven Magic 1; Magic Dispel 6+
		6	5	3+	4	3	7	5	2	300	-	1	1D6	Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade.
		5	4	4+	4	3	10	5	1	110	1	1	1D6+3	Armed with Halberds; Fight in Ranks; Guards (Skaven Warlock).
		5	5	2+	4	4	20	6	3	590	2	2	1	Dodge 5+; Never Pinned; Weeping Blade.
64	Stone Trolls	6	3	6+	5	4	25	1	3	650	-	2	1D3	Fear 6; Magic Drain 6; Regenerate 2.
65	Mummies	3	3	-	4	4	40	3	2	450	-	2	1D3+1	Fear 7; Tomb Rot (1D3)
66	Roll on Level 5 Monster Table													



• LEVEL 5 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
11	Roll on Level 6 Monster Table													
12	Dark Elves & Witch Elves & Dark Elf Assassins & Dark Elf Hero	5 5 5 5	4 4 9 6	3+ 3+ A 1+	3 3 4 4	3 3 4 4	6 11 12 25	6 6 10 8	1 1 2 3	100 140 410 1040	1 - - 4	1 1 1 2	2D6 1D6 1D6 1	Armed with Crossbow (Str 4); Hate Elves Frenzy 4+; Hate Elves Ambush, Magic 5+; Assassinate 6+; Dodge 5+; Weeping Blades. Dodge 4+; Hate Elves; Magic Resistance 5+; Magic Armour; Magic Weapon. Fear 8. Magic Armour; Magic Weapon.
13	Dragon Ogres	6	4	5+	5	5	40	2	3	870	2	2	3	Fear 8.
14	Chaos Champions & Chaos Warriors	4 4	7 6	A 1+	5 4	4 4	15 12	7 6	3 2	910 240	2 2	1 1	1D6 1D6	Magic Armour; Magic Weapon.
15	Skaven Warfire Thrower Team & Skaven Jezzails & Skaven Warlord	4 5 5	3 3 6	5+ 4+ 1+	3 3 4	3 3 4	3 6 30	4 4 7	1 1 4	700 300 900	1 1 3	1 1 2	1D6 1	Armed with Warfire Throwers. Armed with Jezzail (Str 5; Ignore 3 points of armour). Dodge 5+; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
16	Beasts of Nurgle	3	3	-	3	5	25	3	1	750	-	2	1D3	Daemonic -1; Paralysis; Plague; Slime Trail.
21	Juggernauts of Khorne & Chaos Warrior Riders	7 4	3 6	- 1+	5 4	5 4	35 12	2 6	2 2	700 240	2 2	2 1	1D3+1 -	Daemonic -1; Fear 7; Magic Resistance 5+; Never Pinned. Choose whether your Warrior attacks Juggernaut or rider.
22	Necromancer & Mummies & Ghosts & Wights	4 3 4	4 3 2	3+ - -	4 - -	4 3 3	25 40 16	3 3 1	2 2 1	680 450 -	- - -	2 2 5	1 1D6 1D6	Necromantic Magic 1; Magic Resistance 5+; Magic Weapon; Regenerate 2. Fear 7; Tomb Rot (1D3). Chill 1; Ethereal -1; Fear 6. Fear 7; Guards (Necromancer).
23	Stone Trolls	6	3	6+	5	4	25	1	3	650	-	2	3	Fear 6; Magic Drain 6; Regenerate 2.
24	Beastmen Champions & Minotaurs & Beastmen	4 6 4	5 4 4	3+ 4+ 4+	4 4 4	4 4 15	30 15 6	4 3 3	2 2 1	610 440 100	- - -	1/2(5+) 2 1	3 3 1D6+2	Magic Weapon; Throw Spears (Str 8). Fear 5. Throw Spears (Str 3). Fear 8.
25	Dragon Ogres	6	4	5+	5	5	40	2	3	870	2	2	3	Fear 8.
26	Beasts of Nurgle	3	3	-	3	5	25	3	1	750	-	2	1D3	Daemonic -1; Paralysis; Plague; Slime Trail.
31	Ogres & Minotaurs & Rat Ogres	6 6 6	3 4 4	5+ 4+ -	4 4 5	5 4 5	13 15 20	3 3 5	2 2 2	400 440 500	- - -	1/2(5+) 2 2	3 3 3	Fear 5. Fear 5. Fear 5.
32	Trolls & Stone Trolls	6 6	3 3	6+ 5+	5 4	4 4	30 25	1 3	3 3	650 650	- -	2 2	3 3	Fear 6; Regenerate 2; Vomit. Fear 6; Magic Drain 6; Regenerate 2.
33	Orc Shaman & Black Orc Champions & Orc Big Boss	4 4 4	3 4 4	4+ 4+ 2+	3 4 4	5 4 5	16 10 25	3 2 4	1 2 3	590 140 720	- 2 3	1 1 2	1 1D6 1	Orc Magic 1; Magic Resistance 6+; Magic Weapon. Guards (Orc Shaman), armed with Bows (Str 4). Ignore Pain 6+; Magic Armour; Magic Weapon.
34	Wraiths & Ghosts & Wights	4 4 4	3 2 3	- - -	3 - -	4 3 4	30 16 14	3 3 3	2 1 1	750 - -	- - -	5 5 2	3 1D6 1D6	Chill 2; Ethereal -1; Terror 8. Chill 1; Ethereal -1; Fear 6. Fear 7.
35	Bull Centaurs & Bull Centaur Champion	8 8	4 5	4+ 3+	4 5	4 4	12 23	3 4	2 3	410 1060	2 2	1/2(5+) 2	3 1	Fear 5; Magic Resistance 6+. Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
36	Gorgons	4	2	4+	3	3	35	5	1	1100	-	2	1D3	Fear 9; Petrify.

• LEVEL 5 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
41	Skaven Plague Monks & Skaven Assassins & Skaven Plague Priest & Skaven Warlord	5 6 5 5	3 5 5 6	4+ 3+ 2+ 1+	3 4 4 4	3 4 5 4	4 5 23 30	4 5 6 7	1 2 3 4	60 300 730 900	- - - 3	1 1 1 2	2D6 1D6 1 1	Frenzy 5+; Weeping Blades. Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade. Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade. Dodge 5+; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
42	Beastman Shaman & Beastmen & Beastmen Champions	4 4 4	4 4 5	5+ 4+ 3+	3 3 4	3 4 4	26 6 30	4 3 4	1 1 2	680 100 610	- - -	1 1 1/2(5+)	1 1D6+2 1D3	Beastman Magic 1; Magic Weapon. Guards (Beastman Shaman); Throw Spears (Str 3). Magic Weapon; Throw Spears (Str 8).
43	Wight Lord & Wights	4 4	4 3	- -	4 3	4 4	35 14	4 3	2 1	650 370	2 2	2 2	1 1D6	Fear 8; Magic Armour; Magic Weapon. Fear 7.
44	Tomb Guardians & Mummies & Mummy Tomb King	4 3 3	3 3 4	6+ - -	3 4 5	3 4 5	15 40 45	2 3 4	1 2 3	110 450 1000	1 - 2	2 2 3	2D6 1D6 1	Fear 5; Regenerate 1. Fear 7; Tomb Rot (1D3). Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6). Fear 10; Fly; Petrify.
45	Cockatrice	4	3	-	4	4	26	4	3	1500	-	3/4(5+)	1	Fear 5; Magic Resistance 6+. Magic Resistance 6+.
46	Bull Centaurs & Chaos Dwarfs & Chaos Dwarf Blunderbuss & Chaos Dwarf Sorcerer	8 3 3	4 4 4	4+ 4+ 4+	4 3 4	4 4 4	12 8 8	2 2 2	2 1 1	410 140 140	2 2 1	2 1/2(6+) 1	3 8 8	Armed with Blunderbuss; Guards (Sorcerer); Magic Resistance 6+. Chaos Dwarf Magic 1; Magic Dispel 4+; Magic Resistance 4+; Protection Ring (+1T). Fear 9; Petrify.
51	Gorgon	4	2	4+	3	3	35	5	1	1100	-	2	1	Fear 9; Petrify.
52	Juggernauts of Khorne & Chaos Warrior Riders	7 4	3 6	- 1+	5 4	5 4	35 12	2 6	2 2	700 240	2 2	2 1	1D3+1 -	Daemonic -1; Fear 7; Magic Resistance 5+; Never Pinned. Choose whether your Warrior attacks Juggernaut or rider.
53	Chaos Sorcerer & Chaos Champions & Chaos Warriors	4 4	6 7	1+ A	4 5	4 4	15 15	6 7	2 3	840 910	1 2	1 1	1 1D6 1D6	Chaos Magic 1; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon; Parry 5+. Guards (Chaos Sorcerer); Magic Armour; Magic Weapon.
54	Dragon Ogres	6	4	5+	5	5	40	2	3	870	2	2	3	Fear B.
55	Beasts of Nurgle	3	3	-	3	5	25	3	1	750	-	2	1D3	Daemonic -1; Paralysis; Plague; Slime Trail.
56	Dark Elves & Witch Elves & Dark Elf Assassins & Dark Elf Hero	5 5 5	4 4 9	3+ 3+ A	3 3 4	3 3 4	6 11 12	6 6 10	1 1 2	100 140 410	1 - -	1 1 1	2D6 1D6 1D6	Armed with Crossbow (Str 4); Hate Elves; Dodge 6+. Frenzy 4+; Hate Elves. Ambush, Magic 5+; Dodge 5+; Assassinate 6+; Weeping Blades. Dodge 4+; Hate Elves; Magic Resistance 5+; Magic Armour; Magic Weapon.
61	Wight Lord & Wights	4 4	4 3	- -	4 3	4 4	35 14	4 3	2 1	650 370	2 2	2 2	1 1D6	Fear 8; Magic Armour; Magic Weapon. Fear 7.
62	Skaven Warfire Thrower Teams	4	3	5+	3	3	3	4	1	700	1	5	1D3	Armed with Warfire Throwers.
63	Giant Scorpions & Gigantic Spider	5 5	3 3	- -	5 5	6 20	1 4	2 2	2 2	450 450	- -	2 2	1D3 1D3	Sting (2D6). Web (1D6).
64	Wraiths & Ghosts & Wights	4 4 4	3 2 3	- - -	3 - 3	4 4 4	30 16 14	3 3 3	1 1 1	750 - 370	- - 2	5 5 2	3 1D6 1D6	Chill 2; Ethereal -1; Terror 8. Chill 1; Ethereal -1; Fear 6. Fear 7.
65	Cockatrice	4	3	-	4	4	26	4	3	1500	-	3/4(5+)	1	Fear 10; Fly; Petrify.
66	Roll on Level 6 Monster Table													

• LEVEL 6 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
11	Roll on Level 7 Monster Table													
12	Chaos Dwarf Sorcerer & Bull Centaur Champions & Chaos Dwarfs & Bull Centaur Hero	3 8 3 8	4 5 4 6	4+ 3+ 4+ 2+	3 5 3 5	5+1 4 4 5	8 23 8 32	3 4 2 5	1 3 1 4	590 1060 140 2320	2 2 2 3	1/2(6+) 2 1/2(6+) 3/4(5+)	1 1 8 1	Chaos Dwarf Magic 1; Magic Dispel 4+; Magic Resistance 4+; Protection Ring (+1T). Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon. Guards (Chaos Dwarf Sorcerer); Magic Resistance 6+. Fear 7; Magic Resistance 5+; Magic Armour; 2 x Magic Item; Magic Weapon. Fear 10; Fly; Petrify.
13	Cockatrice	4	3	-	4	4	26	4	3	1500	-	3/4(5+)	1	
14	Hippogriff & Chaos Champions	8 4	5 7	- A	6 5	5 4	55 15	6 7	3 3	1450 910	- 2	3/4(5+) 1	1	Fly; Terror 10. Magic Armour; Magic Weapon.
15	Chaos Dwarf Master Sorcerer & Bull Centaurs & Chaos Dwarfs & Bull Centaur Champion	3 8 3 8	4 4 4 5	4+ 4+ 4+ 3+	4 4 3 5	4 4 3 4	26 12 8 23	4 3 2 4	2 2 1 3	2190 410 140 1060	3 2 2 2	2 1/2(5+) 1/2(6+) 2	1 3 8 1	Chaos Dwarf Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon. Fear 5; Magic Resistance 6+. Guards (Chaos Dwarf Master Sorcerer); Magic Resistance 6+. Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
16	Skaven Warlock Champion & Skaven Warfire Thrower Team & Skaven Plague Priest	5 4 5	3 3 5	4+ 5+ 2+	4 3 4	4 3 5	18 3 23	5 4 6	1 1 3	1180 700 730	2 1 -	2 5 1	1 3 1	Skaven Magic 2; Magic Dispel 5+; Magic Resistance 5+; Magic Item; Weeping Blade. Armed with Warfire Throwers; Guards (War. Champ.). Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade.
21	Tomb Guardians & Mummies & Mummy Tomb King	4 3 3	3 3 4	6+ - -	3 4 5	3 4 5	15 40 45	2 1 3	2 2 3	110 450 1000	1 - 2	2 - 3	1 1 1	Fear 5; Regenerate 1. Fear 7; Tomb Rot (1D3). Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6). Fly; Terror 10.
22	Griffon	6	5	-	6	5	52	7	4	1500	-	4	1	
23	Necromancer Champion & Mummies & Ghosts & Wights	4 3 4	5 3 2	2+ - -	4 4 -	3 5 3	29 40 16	4 3 3	3 2 1	1630 450 -	- - -	2 2 5	1 6 6	Necromantic Magic 2; Magic Resistance 4+; 2 x Magic Item; Magic Weapon; Regenerate 2. Fear 7; Tomb Rot (1D3). Chill 1; Ethereal -1; Fear 6. Fear 7; Guards (Necromancer Champion).
24	Chaos Dwarfs & Chaos Dwarf Blunderbuss & Chaos Dwarf Lord	3 3 3	4 4 7	4+ 4+ 1+	3 3 4	4 4 5	8 8 33	2 1 5	1 4 4	140 1600 680	2 1 3	1/2(6+) 1 3	8 8 1	Magic Resistance 6+. Armed with Blunderbuss; Magic Resistance 6+. Magic Resistance 5+; Magic Armour; 2 x Magic Item; Magic Weapon. Beastman Magic 1; Magic Weapon.
25	Beastmen Shaman & Beastmen Champions & Beastman Lord	4 4 4	4 5 7	5+ 3+ 1+	3 4 4	5 4 5	26 30 47	4 4 6	1 2 4	610 2000 1500	- 2 -	1 1/2(5+) 3	1 3 3	Beastman Shaman (Shaman); Magic Weapon; Throw Spears (Str 8). Magic Armour; 2 x Magic Item; Magic Weapon; Throw Spears (Str 10). Fear 10; Fly; Petrify.
26	Cockatrice	4	3	-	4	4	26	4	3	1500	-	3/4(5+)	1	
31	Hippogriff	8	5	-	6	5	55	6	3	1450	-	3/4(5+)	1	
32	Beastmen & Beastmen Champions & Beastman Hero	4 4 4	4 5 6	4+ 3+ 2+	3 4 5	4 4 5	6 30 34	3 4 5	1 2 3	100 610 1300	- - 2	1 1/2(5+) 2	8 3 3	Throw Spears (Str 3). Magic Weapon; Throw Spears (Str 8). Magic Item; Magic Weapon; Throw Spears (Str 9).
33	Ogres & Minotaurs & Minotaur Champion	6 6 6	3 4 5	5+ 4+ 3+	4 4 5	4 4 4	13 15 34	3 3 4	2 2 3	400 440 1100	- - 1	1/2(5+) 2 3	3 3 1	- - Fear 6; Magic Weapon.

• LEVEL 6 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
34	Dark Elves & Witch Elves & Dark Elf Assassins & Dark Elf Hero	5 5 5 5	4 4 9 6	3+ 3+ 4 4	3 3 4 4	3 3 4 4	6 11 12 25	6 6 10 8	1 1 2 3	100 140 410 1040	1 - - 4	1 1 1 2	12 6 6 1	Armed with Crossbow (Str 4); Hate Elves; Dodge 6+. Frenzy 4+; Hate Elves. Ambush, Magic 5+; Assassinate 6+; Dodge 5+; Weeping Blades. Dodge 4+; Hate Elves; Magic Resistance 5+; Magic Armour; Magic Weapon.
35	Chaos Champions & Juggernauts of Khorne & Chaos Warrior Riders	4 7	7 3	A -	5 5	4 5	15 35	7 2	3 2	910 700	2 2	1 2	1D6 1D3+1	Magic Armour; Magic Weapon. Daemonic -1; Fear 7; Magic Resistance 5+; Never Pinned. Choose whether your Warrior attacks Juggernaut or rider.
36	Wraiths & Wights & Wight Lord	4 4 4	3 3 4	- - -	3 3 4	4 4 4	30 14 35	3 3 4	2 1 2	750 370 650	- 2 2	5 2 2	3 6 1	Chill 2; Ethereal -1; Terror 8. Fear 7. Fear 8; Magic Armour; Magic Weapon.
41	Bull Centaurs & Bull Centaur Champion & Bull Centaur Hero	8 8 8	4 5 6	4+ 3+ 2+	4 5 5	4 4 5	12 23 32	3 4 5	2 3 4	410 1060 2320	2 2 3	1/2(5+) 2 3/4(5+)	3 1 1	Fear 5; Magic Resistance 6+. Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon. Fear 7; Magic Resistance 5+; Magic Armour; 2 x Magic Item; Magic Weapon.
42	Trolls & Stone Trolls	6 6	3 3	6+ 6+	5 5	4 4	30 25	1 1	3 3	650 650	- -	2 2	3 3	Fear 6; Regenerate 2; Vomit. Fear 6; Magic Drain 6; Regenerate 2.
43	Chaos Sorcerer &	4	6	1+	4	5	15	6	2	840	1	1	1	Chaos Magic 1; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon; Parry 5+. Guards (Chaos Sorcerer); Magic Armour; Magic Weapon.
44	Chaos Champions & Chaos Warriors	4 4	7 6	A 1+	5 4	4 4	15 12	7 6	3 2	910 240	2 2	1 1	6 6	Armed with Bow (Str 4); Fear 4.
45	Centaur & Minotaurs & Centaur Champion	8 8	3 4	3+ 4+	4 5	3 3	12 15	2 3	2 2	300 440 1000	- - 2	2 2/3(5+)	1D3 3 1	Armed with Bow (Str 7); Fear 8; Magic Armour; Magic Weapon. Fear 9; Petrify.
46	Orc Big Bosses & Orc War Boss & Orc Shaman	4 4 4	5 6 3	2+ 1+ 4+	4 5 3	5 3 5	25 33 16	4 5 3	3 4 1	720 1100 590	3 3 -	2 2/3(5+)	1D6 1 1	Ignore Pain 6+; Magic Armour; Magic Weapon. Ignore Pain 5+; Magic Armour; 2 x Magic Item; Magic Weapon. Orc Magic 1; Magic Resistance 6+; Magic Weapon.
51	Griffon	6	5	-	6	5	52	7	4	1500	-	4	1	Fly; Terror 10.
52	Dragon Ogres & Dragon Ogres Champion	6 6	4 5	5+ 4+	5 6	5 4	40 44	2 3	3 4	870 1550	2 2	2 2	3 1	Fear 8. Fear 8; Magic Armour; Magic Weapon.
53	Orc Big Bosses & Orc Shaman Champion	4 4	5 3	2+ 4+	4 5	25 20	4 3	3 1	3 1	720 1180	3 2	2 1/2(5+)	1D6 1	Guards (Shaman); Ignore Pain 6+; Magic Armour; Magic Weapon. Orc Magic 3; Magic Resistance 5+; Magic Weapon.
54	Beasts of Nurgle & Plaguebearers of Nurgle & Chaos Warriors	3 4 4	3 5 6	- 2+ 1+	3 4 4	5 3 4	25 9 12	3 6 2	1 2	750 200 240	- - 2	2 1	3 1D6+2 12	Daemonic -1; Paralysis; Plague; Slime Trail. Daemonic -1; Fear 5; Plague.
55	Black Orc Champions & Black Orc Big Boss	4 4	4 6	4+ 2+	4 5	4 5	10 23	2 4	2 3	140 910	2 3	2 2	1D6+4 1	Magic Armour; Magic Weapon.
56	Skaven Plague Monks & Skaven Assassins & Skaven Plague Priest & Skaven Warlord	5 6 5 5	3 5 5 6	4+ 3+ 2+ 1+	3 4 4 4	5 3 5 4	4 7 23 30	4 5 6 7	4 2 3 4	60 300 730 900	- - - 3	1 1 1 2	6 6 1 1	Frenzy 5+; Weeping Blade. Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade. Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade. Dodge 5+; Magic Resistance 5+; Magic Armour; Magic Item.



• LEVEL 6 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
61	Chaos Champions & Juggernauts of Khorne & Chaos Warrior Riders	4 7	7 3	A -	5 5	4 5	15 35	7 2	3 2	910 700	2 2	1 2	1D6 1D3+1	Magic Armour; Magic Weapon. Daemonic -1; Fear 7; Magic Resistance 5+; Never Pinned. Choose whether your Warrior attacks Juggernaut or Rider.
62	Griffon	6	5	-	6	5	52	7	4	1500	-	4	1	Fly; Terror 10.
63	Cockatrice	4	3	-	4	4	26	4	3	1500	-	3/4(5+)	1	Fear 10; Fly; Petrify.
64	Hippogriff	8	5	-	6	5	55	6	3	1450	-	3/4(5+)	1	Fly; Terror 10.
65	Skaven Plague Lord	5	6	2+	4	5	30	7	4	2250	-	3	1	Death Fog; Dodge 3+; Frenzy 3+; Magic Resistance 3+; 3 x Magic Item; Magic Weapon; Never Pinned; Terror 10; Weeping Blade.
66	Roll on Level 7 Monster Table													

• LEVEL 7 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
11	Roll on Level 8 Monster Table													
12	Skaven Grey Seer & Skaven Plague Priests & Skaven Warfire Thrower Teams & Skaven Assassins	5 5 4 6	6 5 3 5	1+ 2+ 5+ 3+	4 4 3 4	4 5 3 3	43 23 3 7	7 6 4 5	4 3 1 2	3400 730 700 300	- - 1 -	3 1 5 1	1 2 1D3 6	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 × Magic Item; Magic Weapon. Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade. Armed with Warfire Throwers; Guards (Grey Seer). Ambush A; Assassinate 6+ Dodge 5+; Weeping Blade. Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Magic Resistance 5+; Never Pinned; Terror 11. Armed with Bow (Str 7); Fear 8; Magic Armour; Magic Weapon. Armed with Bow (Str 8); Fear 9; Magic Armour; Magic Weapon; Magic Item.
13	Hydra	6	3	-	5	6	70	3	5	2250	3	4	1	
14	Centaur Champions & Centaur Hero	8 8	4 5	2+ 1+	5 5	3 4	27 40	4 5	3 4	1000 2200	2 4	2/3(5+) 3	4 1	
15	Dark Elf Sorcerer & Dark Elf Assassins & Dark Elves & Witch Elf Champions	5 5 5 5	4 9 4 5	3+ A 3+ 2+	3 4 3 4	4 4 3 3	12 12 6 13	7 10 6 7	1 2 1 2	590 410 100 600	- - 1 -	1 1 1 1	1 6 8 1D6	Skaven Magic 3; Magic Resistance 4+; 3 × Magic Item; Magic Weapon. Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade. Armed with Warfire Throwers; Guards (Warlock). Chaos Dwarf Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon. Armed with Blunderbuss; Guards (Master Sorcerer); Magic Resistance 6+. Armed with Bow (Str 7); Fear 8; Magic Armour; Magic Weapon. Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon. Fear 9; 2 × Magic Item; Magic Weapon. Fear 6; Magic Weapon. Armed with Bow (Str 7); Fear 8; Magic Armour; Magic Weapon. Armed with Bow (Str 8); Fear 9; Magic Armour; Magic Item; Magic Weapon.
16	Skaven Master Warlock & Skaven Plague Priest & Skaven Warfire Thrower Teams Chaos Dwarf Master Sorcerer & Chaos Dwarf Blunderbuss &	5 5 4 3 3	3 5 3 4 4	4+ 2+ 5+ 4+ 4+	4 4 3 4 3	4 5 3 5 4	30 23 3 26 8	6 6 4 4 2	2 3 1 2 1	1900 730 700 2190 140	- - 1 3 1	2 1 5 2 1	1 2 1D3 1 8	
21	Centaur Champions & Chaos Dwarf Lord	8 3	4 7	5+ 1+	3 4	5 5	27 33	4 5	3 4	1000 1600	2 3	2/3(5+) 3	4 1	
22	Minotaur Hero & Minotaur Champions	6 6	6 5	2+ 3+	5 5	5 4	48 34	5 4	4 3	2400 1100	2 1	3/4(5+) 3	1 3	
23	Centaur Champions & Centaur Hero	8 8	4 5	2+ 1+	5 5	3 4	27 40	4 5	3 4	1000 2200	2 4	2/3(5+) 3	4 1	
24	Beastman Shaman & Beastmen Champions & Beastmen Champions & Beastman Lord	4 4 4 4	4 5 3 7	5+ 3+ 3+ 1+	3 4 4 4	5 4 4 4	26 30 30 47	4 4 4 6	1 2 2 4	680 610 610 2000	- - - 2	1 1/2(5+) 1/2(5+) 3	2 3 3 1	Beastman Magic 1; Magic Weapon. Armed with Crossbow (Str 7); Guards (Shaman); Magic Weapon. Magic Weapon; Throw Spears (Str 8). Magic Armour; 2 × Magic Item; Magic Weapon; Throw Spears (Str 10). Chaos Magic 1; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon; Parry 5+. Guards (Chaos Sorcerer); Magic Armour; Magic Weapon. - Magic Armour; 2 × Magic Item; Magic Weapon. Necromantic Magic 2; Magic Resistance 4+; 2 × Magic Item; Magic Weapon; Regenerate 2. Fear 7; Guards (Necromancer Champion). Chill 2; Ethereal -1; Terror 8. Fear 8; Magic Armour; Magic Weapon.
25	Chaos Sorcerer & Chaos Champions & Chaos Warriors & Chaos Hero	4 4 4 4	6 7 6 8	1+ A 1+ A	4 5 4 5	4 4 4 5	15 15 12 30	6 7 6 8	2 3 2 4	840 910 240 1930	1 2 2 6	1 1 1 3	1 1D6 6 1	
26	Necromancer Champion & Wights & Wraiths & Wight Lord	4 4 4 4	5 3 3 4	2+ - - -	4 3 3 4	3 4 4 4	29 14 30 35	4 3 3 4	3 1 2 2	1630 370 750 650	- 2 - 2	2 2 5 2	1 6 3 1	

• LEVEL 7 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
31	Dragon Ogres & Dragon Ogres Champion	6	4	5+	5	5	40	2	3	870	2	2	3	Fear 8. Fear 8; Magic Armour; Magic Weapon.
32	Beastman Shaman & Beastmen Champions & Beastmen Champions & Beastman Hero	4	4	5+	3	5	26	4	1	680	-	1	2	Beastman Magic 1; Magic Weapon. Armed with Crossbow (Str 7); Guards (Shaman); Magic Weapon. Magic Weapon; Throw Spears (Str 8). Magic Item; Magic Weapon; Throw Spears (Str 9).
33	Orc Shaman Champion & Black Orc Champions & Black Orc Big Boss & Orc War Boss	4	4	4+	4	5	20	3	1	1180	2	1/2(5+)	2D6	Orc Magic 3; Magic Resistance 5+; Magic Weapon. Guards (Orc Shaman Champion). Magic Armour; Magic Weapon. Ignore Pain 5+; Magic Armour; 2 x Magic Item; Magic Weapon. Fear 9; Petrify. Fly; Terror 10.
34	Gorgons & Griffon	6	5	4+	3	5	35	5	1	1100	-	2	3	Fear 9; Petrify. Fly; Terror 10.
35	Dark Elf Assassins & Dark Elf Champions & Dark Elf Lord	5	9	A	4	4	12	10	2	410	-	1	1D6	Ambush, Magic 5+; Assassinate 6+; Dodge 5+; Weeping Blades. Hate Elves; Dodge 6+; Magic Weapon. Dodge 4+; Hate Elves; Magic Resistance 5+; Magic Armour; 2 x Magic Item; Magic Weapon.
36	Giant	6	3	4+	7	6	64	3	S	2000	5	5	1	Fear 11; Giant Attacks; Ignore Blows 5+; Ignore Pain 10; Large Monster; Never Pinned.
41	Manticore	6	6	-	7	7	50	4	4	2000	-	4	1	Fly; Manticore Sting (Ambush, Magic A); Terror 11.
42	Hydra	6	3	-	5	6	70	3	5	2250	3	4	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Never Pinned; Terror 11.
43	Wyvern	6	5	-	5	6	46	4	3	1800	3	3/4(5+)	1	Drag and Rend; Fly; Magic Resistance 5+. Ignore Blows 5+; Ignore Pain 6; Large Monster; Never Pinned; Sting (3D6); Terror 10.
44	Vampire Count & Tomb Guardians & Mummies & Mummy Tomb King	6	7	2+	7	6	30	8	3	2000	3	2/3(5+)	1	Ambush, Magic A; Fly; Necromantic Magic 2; Magic Resistance 5+; Vampire. Fear 5; Regenerate 1. Fear 7; Tomb Rot (1D3). Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6). Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Sting (3D6); Terror 11.
45	Chimera	6	4	-	7	6	60	4	6	2500	3	3/4(5+)	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Sting (3D6); Terror 11.
45	Cockatrice & Beastmen & Beastmen Champions & Beastman Hero	4	3	-	4	4	26	4	3	1500	-	3/4(5+)	1	Fear 10; Fly; Petrify. Throw Spears (Str 3). Magic Weapon; Throw Spears (Str 8). Magic Item; Magic Weapon; Throw Spears (Str 9).
51	Lammasu & Bull Centaur Champion & Chaos Dwarfs & Bull Centaur Hero	8	5	3+	5	4	23	4	3	1060	2	2	1	Fly; Magic Resistance 4+; Sorcerous Exhalation; Terror 10. Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon. Guards; Magic Resistance 6+. Fear 7; Magic Resistance 5+; Magic Armour; 2 x Magic Item; Magic Weapon.

• LEVEL 7 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
52	Great Taurus & Chaos Dwarfs & Chaos Dwarf Blunderbuss & Chaos Dwarf Lord	6 3 3 3	6 4 4 7	- 4+ 4+ 1+	6 3 4 4	6 4 8 5	50 8 8 33	7 2 2 5	4 1 1 4	2250 140 140 1600	3 2 1 3	4 1/2(6+) 1 3	1 8 1 1	Breathe Fire 3; Fly; Terror 10. Magic Resistance 6+. Armed with Blunderbuss; Magic Resistance 6+. Magic Resistance 5+; Magic Armour; 2 x Magic Item; Magic Weapon. Death Fog; Dodge 3+; Frenzy 3+; Magic Resistance 3+; 3 x Magic Item; Magic Weapon; Never Pinned; Terror 10; Weeping Blade. Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade.
53	Skaven Plague Lord &	5	6	2+	4	5	30	7	4	2250	-	3	1	Ambush, Magic A; Assassin 4+; Dodge 4+; Magic Resistance 5+; Magic Weapon; Weeping Blade.
54	Skaven Plague Priests Skaven Deathmaster Assassin &	5 6	5 8	2+ 1+	4 4	5 4	23 32	6 10	3 5	730 2300	- -	1 4	2 1	Ambush, Magic A; Assassin 4+; Dodge 4+; Magic Resistance 5+; Magic Weapon; Weeping Blade. Ambush A; Assassin 4+; Assassin 4+; Dodge 5+; Weeping Blade.
55	Skaven Assassins Griffon & Hippogriff	6 6 8	5 5 5	3+ - -	4 6 6	3 5 5	7 52 55	5 7 6	2 4 3	300 1500 1450	- - -	4 3/4(5+)	1 1	Fly; Terror 10. Fear 7; Magic Resistance 5+; Magic Armour; 2 x Magic Item; Magic Weapon.
56	Bull Centaur Hero & Bull Centaur Champions	8 8	6 5	2+ 3+	5 5	5 4	32 23	5 4	4 3	2320 1060	3 2	3/4(5+) 2	1 3	Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
61	Master Chaos Sorcerer & Chaos Sorcerer &	4 4	6 6	1+ 1+	5 4	5 5	31 15	8 6	3 2	2400 840	1 1	4 1	1 1D3	Chaos Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; 3 x Magic Items; Magic Weapon; Parry 5+. Chaos Magic 1; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon; Parry 5+.
62	Chaos Champions Master Necromancer &	4 4	7 6	A 1+	5 5	4 4	15 34	7 5	3 4	910 2780	2 -	1 3	6 1	Guards (Chaos Sorcerer Master); Magic Armour; Magic Weapon. Necromantic Magic 3; Magic Dispel 4+; Magic Resistance 4+; 3 x Magic Item; Magic Weapon; Regenerate 2.
63	Wights & Wraiths Giant	4 4 6	3 3 3	- - 4+	3 3 7	4 4 6	14 30 64	3 3 3	1 2 5	370 750 2000	2 - 5	2 5 5	6 3 1	Fear 7; Guards (Master Necromancer). Chill 2; Ethereal -1; Terror 8. Fear 1; Giant Attacks; Ignore Blows 5+; Ignore Pain 10; Large Monster; Never Pinned.
64	Great Taurus	6	6	-	6	6	50	7	4	2250	3	4	1	Breathe Fire 3; Fly; Terror 10.
65	Chimera &	6	4	-	7	6	60	4	6	2500	3	3/4(5+)	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Sting (3D6); Terror 11.
66	Cockatrice Roll on Level 8 Monster Table	4	3	-	4	4	26	4	3	1500	-	3/4(5+)	1	Fear 10; Fly; Petrify.



• LEVEL 8 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
11	Roll on Level 9 Monster Table													
12	Dragon	6	6	-	6	6	74	8	7	4500	6	6	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0.
13	Vampire Lord & Wights & Wraths	6 4 4	8 3 3	1+ - -	7 3 3	6 4 4	42 14 30	9 3 3	4 1 2	3750 370 750	4 2 -	3 2 5	1 6 3	Ambush, Magic A; Fly; Necromantic Magic 3; Magic Resistance 5+; Vampire. Fear 7. Chill 2; Ethereal -1; Terror 8. Fly; Manticores Sting; Terror 11.
14	Manticore	6	6	-	7	7	50	4	4	2000	-	4	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Never Pinned; Terror 11.
15	Hydra	6	3	-	5	6	70	3	5	2250	3	4	1	Drag and Rend; Fly; Magic Resistance 5+. Ignore Blows 5+; Ignore Pain 6; Large Monster; Never Pinned; Sting (3D6); Terror 10.
16	Wyvern &	6	5	-	5	6	46	4	3	1800	3	3/4(5+)	1	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4x Magic Item; Magic Weapon.
21	Black Orc Champions Skaven Grey Seer & Skaven Plague Priests & Skaven Assassins	4 5 5 6	4 6 5 5	4+ 1+ 2+ 3+	4 4 4 4	4 4 5 3	10 43 23 7	2 7 6 5	2 4 3 2	140 3400 730 300	2 - - -	3 1 1 4	1 3 6 1	Ambush, Magic A; Frenzy 4+; Guards (Grey Seer); Magic Weapon; Weeping Blade. Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade. Breathe Fire 3; Fly; Terror 10. Fear 7; Magic Resistance 5+; Magic Armour; 2x Magic Item; Magic Weapon. Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
22	Great Taurus & Bull Centaur Hero & Bull Centaur Champions	6 8 8	6 6 5	- 2+ 3+	6 5 4	6 5 4	50 32 23	7 5 4	4 4 3	2250 2320 1060	3 3 2	4 3/4(5+) 2	1 3 3	Fly; Terror 10. Fly; Terror 10. Fly; Terror 10. Breathe Fire 3; Fly; Terror 10. Fear 7; Magic Resistance 5+; Magic Armour; 2x Magic Item; Magic Weapon. Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
23	Griffon & Hippogriff	6 8	5 5	- -	6 6	5 5	52 55	7 6	4 3	1500 1450	- -	4 3/4(5+)	1 1	Fly; Terror 10. Fly; Terror 10.
24	Hippogriff & Beastmen Champions	8 4	5 5	- 3+	6 4	5 4	55 30	6 4	3 2	1450 610	- -	3/4(5+) 1/2(5+)	1 3	Magic Weapon; Throw Spears (Str 8). Breathe Fire 3; Fly; Terror 10. Fear 7; Magic Resistance 5+; Magic Armour; 2x Magic Item; Magic Weapon. Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
25	Great Taurus & Bull Centaur Hero & Bull Centaur Champions	6 8 8	6 6 5	- 2+ 3+	6 5 4	6 5 4	50 32 23	7 5 4	4 4 3	2250 2320 1060	3 3 2	4 3/4(5+) 2	1 1 3	Fly; Terror 10. Fly; Terror 10. Fly; Terror 10. Breathe Fire 3; Fly; Terror 10. Fear 7; Magic Resistance 5+; Magic Armour; 2x Magic Item; Magic Weapon. Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
26	Necromancer Lord & Mummies & Mummy Tomb King	4 3 3	7 3 4	A - -	5 4 5	4 5 5	39 40 45	6 3 4	5 2 3	4100 450 1000	4 - 2	3 2 3	1 6 3	Ambush, Magic A; Necromantic Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4x Magic Item; Magic Weapon; Regenerate 2. Fear 7; Tomb Rot (1D3). Fear 7; Guards (Necromancer Lord); Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6).
31	Dragon Ogre Hero & Dragon Ogres Champions	6 6	6 5	3+ 4+	6 6	6 5	53 44	4 3	5 4	3300 1550	2 2	3 2	1 3	Fear 9; Magic Armour; Magic Item; Magic Weapon. Fear 8; Magic Armour; Magic Weapon.
32	Chaos Sorcerer & Chaos Champions & Chaos Hero & Chaos Lord	4 4 4 4	6 7 8 9	1+ A A A	4 5 5 5	5 4 5 5	15 15 30 35	6 7 8 9	2 3 4 5	840 910 1930 3050	1 2 6 6	1 1 3 4	1 1D6 1 1	Chaos Magic 1; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon; Parry 5+. Guards (Chaos Sorcerer); Magic Armour; Magic Weapon. Magic Armour; 2x Magic Item; Magic Weapon. Magic Armour; 3x Magic Items; Magic Weapon.

• LEVEL 8 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
33	Beastman Shaman Champions & Beastmen Champions & Beastman Lords	4	4	4+	4	5	34	4	1	1340	-	2	2	Beastman Magic 2; Magic Item; Magic Weapon. Magic Weapon; Guards (Shaman Champions); Throw Spears (Str 8). Magic Armour; 2 x Magic Item; Magic Weapon; Throw Spears (Str 10).
34	Master Chaos Sorcerer & Chaos Champions & Chaos Hero	4	6	1+	5	5	31	8	3	2400	2	4	1	Chaos Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; 3 x Magic Items; Magic Weapon; Parry 5+. Guards (Master Chaos Sorcerer); Magic Armour; Magic Weapon. Magic Armour; 2 x Magic Item; Magic Weapon.
35	Giant	6	3	4+	7	6	64	3	5	2000	5	5	1	Fear 11; Giant Attacks; Ignore Blows 5+; Ignore Pain 10; Large Monster; Never Pinned.
36	Skaven Grey Seer & Skaven Plague Priests & Skaven Warfire Thrower Team	5	5	1+	4	4	43	7	4	3400	-	3	1	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 x Magic Item; Magic Weapon. Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade. Armed with Warfire Throwers; Guards (Grey Seer).
41	Lamasu & Bull Centaur Hero	6	6	-	6	7	50	6	3	2000	-	4	1	Fly; Magic Resistance 4+; Sorcerous Exhalation; Terror 10. Fear 7; Magic Resistance 5+; Magic Armour; 2 x Magic Item; Magic Weapon.
42	Orc Shaman Lord & Orc Shaman Champion & Black Orc Champions & Black Orc Big Boss & Orc War Boss	4	4	3	4+	4	5	20	3	1180	2	1/2(5+)	1	Orc Magic 3; Magic Dispel 5+; Magic Resistance 4+; Magic Item; Magic Weapon. Orc Magic 3; Magic Resistance 5+; Magic Weapon. Guards (Shaman Lord). Magic Armour; Magic Weapon. Ignore Pain 5+; Magic Armour; 2 x Magic Item; Magic Weapon.
43	Vampire Count & Tomb Guardians & Mummies & Mummy Tomb King	6	7	2+	7	6	30	3	3	2000	3	2/3(5+)	1	Ambush, Magic A; Fly; Necromantic Magic 2; Magic Resistance 5+; Vampire. Fear 5; Regenerate 1. Fear 7; Tomb Rot (1D3). Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6). Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Sting (3D6); Terror 11.
44	Chimera	6	4	-	7	6	60	4	6	2500	3	3/4(5+)	1	Fear 10; Necromantic Magic 3; 2 x Magic Item; Magic Weapon; Regenerate 2. Armed with Bows (Str 3); Fear 5; Guards (Liche); Regenerate 1. Fear 7; Guards. Chill 2; Ethereal -1; Terror 8.
45	Liche & Skeletons & Wights & Wraiths	4	4	7	A	5	40	6	5	3500	-	4	1	Chaos Dwarf Sorcerer Lord & Chaos Dwarf Blunderbuss & Bull Centaur Heroes
46	Chaos Dwarf Sorcerer Lord & Chaos Dwarf Blunderbuss & Bull Centaur Heroes	3	4	4+	4	5	40	5	3	3280	3	3/4(5+)	1	Chaos Dwarf Magic 4; Magic Dispel 4+; Magic Resistance 3+; Magic Armour; 3 x Magic Item; Magic Weapon. Armed with Blunderbuss; Guards (Sorcerer Lord); Magic Resistance 6+. Fear 7; Magic Resistance 5+; Magic Armour; 2 x Magic Item; Magic Weapon.
51	Minotaur Hero & Minotaur Champions & Chaos Champions	6	6	2+	5	5	48	5	4	2400	2	3/4(5+)	1	Fear 9; 2 x Magic Item; Magic Weapon. Fear 6; Magic Weapon. Magic Armour; Magic Weapon.

• LEVEL 8 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
52	Beastman Shaman & Beastmen Champions & Centaur Champion & Centaur Hero	4 4 8 8	4 5 4 5	5+ 3+ 2+ 1+	3 4 5 4	5 4 3 4	26 30 27 40	4 4 4 5	1 2 3 4	680 610 1000 2200	- - 2 4	1 1/2(S+) 2/3(S+) 3	1 6 1 1	Beastman Magic 1; Magic Weapon. Armed with Crossbow (Str 7); Guards (Shaman); Magic Weapon. Armed with Bow (Str 7); Fear 8; Magic Armour; Magic Weapon. Armed with Bow (Str 8); Fear 8; Magic Armour; Magic Weapon; Magic Item.
53	Giant	6	3	4+	7	6	64	3	5	2000	5	5	1	Fear 11; Giant Attacks; Ignore Blows 5+; Ignore Pain 10; Large Monster; Never Pinned.
54	Chimera	6	4	-	7	6	60	4	6	2500	3	3/4(S+)	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Sting (3D6); Terror 11.
55	Great Taurus & Lammasu	6 6	6 6	- -	6 6	6 7	50 50	7 6	4 3	2250 2000	3 -	4 4	1 1	Breathe Fire 3; Fly; Terror 10. Fly; Magic Resistance 4+; Sorcerous Exhalation; Terror 10.
56	Chaos Dwarf Master Sorcerer & Chaos Dwarf Blunderbuss & Centaur Champions & Chaos Dwarf Lord & Bull Centaur Lord	3 3 8 3 8	4 4 7 7	4+ 4+ 1+ 1+	4 3 5 5	4 5 5 4	26 8 33 42	4 2 5 6	2 1 4 5	2190 140 1000 1600 3680	3 1 2 3 3	2 1 3/4(S+) 3 4/5(S+)	1 8 4 1 1	Chaos Dwarf Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon. Armed with Blunderbuss; Guards (Master Sorcerer); Magic Resistance 6+. Armed with Bow (Str 7); Fear 8; Magic Armour; Magic Weapon. Magic Resistance 5+; Magic Armour; 2 x Magic Item; Magic Weapon. Fear 7; Magic Resistance 4+; Magic Armour; 3 x Magic Item; Magic Weapon.
61	Skaven Deathmaster Assassin & Skaven Assassins & Skaven Warfire Thrower Teams	6 4 4	8 5 3	1+ 3+ 5+	4 4 3	4 3 3	32 7 3	10 5 4	5 2 1	2300 300 700	- - 1 5	4 1 5	1 6 3	Ambush, Magic A; Assassinate 4+; Dodge 4+; Magic Resistance 5+; Magic Weapon; Weeping Blade. Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade. Armed with Warfire Throwers.
62	Gorgons & Cockatrice	4 4	2 4	4+ -	3 4	3 4	35 26	5 4	1 3	1100 1500	- -	2 3/4(S+)	3 1	Fear 9; Petrify. Fear 10; Fly; Petrify.
63	Necromancer Lord & Vampire Count & Skeletons & Tomb Guardians & Mummies & Mummy Tomb King	4 6 4 3 3 6	7 7 2 3 3 4	A 2+ 5+ 6+ - -	5 7 3 4 5 7	4 6 3 3 5 6	39 30 5 15 40 45	6 8 2 2 3 4	5 3 1 1 2 3	4100 2000 80 110 450 1000	4 3 - 1 2 4	3 2/3(S+) 1 1 2 3	1 1 12 2D6 1D6 1 1	Ambush, Magic A; Necromantic Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 x Magic Item; Magic Weapon; Regenerate 2. Ambush, Magic A; Fly; Necromantic Magic 2; Magic Resistance 5+; Vampire. Armed with Bows (Str 3); Fear 5; Guards (Necromancer Lord); Regenerate 1. Fear 5; Regenerate 1. Fear 7; Tomb Rot (1D3). Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6). Ambush, Magic A; Fly; Necromantic Magic 2; Magic Resistance 5+; Magic Item; Magic Weapon; Vampire. Ambush, Magic A; Fly; Necromantic Magic 2; Magic Resistance 5+; Vampire.
64	Vampire Lord & Vampire Count & Mummies & Mummy Tomb King	6 3 3	7 3 4	2+ - -	7 4 5	6 5 5	30 40 45	8 3 4	3 2 3	2000 450 1000	3 - 2	3 2 3	1 6 1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0.
65	Dragon	6	6	-	6	6	74	8	7	4500	6	6	1	
66	Roll on Level 9 Monster Table													

• LEVEL 9 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
11	Roll on Level 10 Monster Table													
12	Keeper of Secrets	6	9	A	7	7	84	7	6	5500	4	6	1	Ambush, Magic 2+; Aura of Slaughter; Greater Daemon 13; Ignore Blows 5+ Ignore Pain 7; Large Monster; Chaos Magic 4; Magic Dispel 4+; Magic Resistance 4+; Never Pinned.
13	Great Unclean One	4	7	A	7	8	100	4	7	5500	4	6	1	Ambush, Magic 5+; Chaos Magic 4; Greater Daemon 13; Ignore Blows 5+; Ignore Pain 10; Large Monster; Magic Dispel 4+; Magic Resistance 4+; Plague; Stream of Corruption.
14	Chaos Dwarf Sorcerer & Bull Centaur Champions & Chaos Dwarfs & Bull Centaur Heroes & Bull Centaur Lord	3 8 3 8 8	4 5 4 6 7	4+ 3+ 4+ 2+ 1+	3 5 3 5 5	5+1 4 4 5 5	8 23 8 32 42	3 4 2 5 6	1 3 1 4 5	590 1060 140 2320 3680	2 2 2 3 3	1/2(6+) 2 1/2(6+) 3/4(5+) 4/5(5+)	1 3 8 3 1	Chaos Dwarf Magic 1; Magic Dispel 4+; Magic Resistance 4+; Protection Ring (+1TD). Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon. Guards (Chaos Dwarf Sorcerer); Magic Resistance 6+. Fear 7; Magic Resistance 5+; Magic Armour; 2 x Magic Item; Magic Weapon. Fear 7; Magic Resistance 4+; Magic Armour; 3 x Magic Item; Magic Weapon.
15	Lord of Change	8	9	A	7	7	75	1C	6	5000	4	6D6	1	Ambush, Magic A; Greater Daemon 13; Chaos Magic 5; Fly; Ignore Blows 5+; Ignore Pain 7; Magic Source; Large Monster; 3 x Magic Items; Power of Tzeentch.
16	Great Dragon	6	7	-	7	7	84	7	8	6000	7	6/7(5+)	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 4+; Ignore Pain 7; Large Monster; Chaos Magic 1; Terror 13; Treasure Hoard +1.
21	Dragon	6	6	-	6	6	74	8	7	4500	6	6	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0.
22	Wyvern & Cockatrice	6 4	5 3	- -	5 4	6 4	46 26	4 4	3 3	1800 1500	3 -	3/4(5+) 3/4(5+)	1 1	Drag and Rend; Fly; Ignore Blows 5+; Ignore Pain 6; Large Monster; Never Pinned; Sting (3D6); Terror 10. Fear 10; Fly; Petrify.
23	Necromancer Lord & Master Necromancer & Wights & Wraiths	4 4 4 4	7 6 3 3	A 1+ - -	5 5 3 3	4 4 4 4	39 34 14 30	6 5 3 3	5 4 1 2	4100 2780 370 750	4 3 2 -	3 3 2 S	6 6	Ambush, Magic A; Necromantic Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 x Magic Item; Magic Weapon; Regenerate 2. Necromantic Magic 3; Magic Dispel 4+; Magic Resistance 4+; 3 x Magic Item; Magic Weapon; Regenerate 2. Fear 7. Chill 2; Ethereal -1; Terror 8.
24	Vampire Lord & Vampire Counts & Wights	6 4 6	8 3 6	1+ 2+ -	7 7 3	6 6 4	42 30 14	9 8 3	5 3 1	3750 2000 370	4 3 2	3 2/3(5+) 2 2	1 2 6	Ambush, Magic A; Fly; Necromantic Magic 2; Magic Resistance 5+; Magic Item; Magic Weapon; Vampire. Ambush, Magic A; Fly; Necromantic Magic 2; Magic Resistance 5+; Vampire. Fear 7.
25	Great Taurus & Chaos Dwarfs & Chaos Dwarf Blunderbuss & Chaos Dwarf Lord	6 3 3 3	6 4 4 7	- 4+ 4+ 1+	6 3 3 4	6 6 4 5	50 8 8 33	7 2 2 5	4 1 1 4	2250 140 140 1600	3 2 1 3	4 1/2(6+) 1 3	1 8 8 1	Breathe Fire; Fly; Terror 10. Magic Resistance 6+. Armed with Blunderbuss; Magic Resistance 6+. Magic Resistance 5+; Magic Armour; 2 x Magic Item; Magic Weapon.



• LEVEL 9 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules	
26	Chaos Dwarf Sorcerer Lord (Riding) Lammasu &	3	4	4+	4	5	40	5	3	3280	3	3/4(S+)	1	Chaos Dwarf Magic 4; Magic Dispel 4+; Magic Resistance 3+; Magic Armour; 3 x Magic Item; Magic Weapon. Fly; Magic Resistance 4+; Sorcerous Exhalation; Terror 10.	
31	Chaos Dwarf Champions & Chaos Dwarf Lord	3	5	3+	4	4	16	3	2	480	2	2/3(S+)	6	Choose whether your Warrior attacks Lammasu or rider. Magic Resistance 6+; Magic Armour; Magic Item; Magic Weapon. Magic Resistance 5+; Magic Armour; 2 x Magic Item; Magic Weapon.	
	Necromancer Lord &	4	7	A	5	4	39	6	5	4100	4	3	1	Ambush, Magic A; Necromantic Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 x Magic Item; Magic Weapon; Regenerate 2. Necromantic Magic 3; Magic Dispel 4+; Magic Resistance 4+;	
	Master Necromancer &	4	6	1+	5	4	34	5	4	2780	3	3	1	3 x Magic Item; Magic Weapon; Regenerate 2. Fear 10; Necromantic Magic 3; 2 x Magic Item; Magic Weapon; Regenerate 2.	
32	Liche &	4	7	A	5	4	40	6	5	3500	-	4	1	Armed with Bows (Str 3); Fear 5; Guards (Liche); Regenerate 1. Fear 7; Guards (Necromancer Lord). Chill 2; Ethereal -1; Terror 8.	
	Skeletons & Wights & Wrathls	4	2	5+	3	3	5	2	1	80	-	1	12	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 x Magic Item; Magic Weapon.	
	Skaven Grey Seer &	5	6	1+	4	4	43	7	4	3400	-	3	1	Armed with Warpfire Throwers; Guards (Grey Seer). Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade. Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade.	
	Skaven Warpfire Thrower Teams & Skaven Plague Priests & Skaven Assassins & Skaven Plague Lord &	4	3	5+	3	3	3	3	4	1	700	1	5	3	Death Fog; Dodge 3+; Frenzy 3+; Magic Resistance 3+; 3 x Magic Item; Magic Weapon; Never Pinned; Terror 10; Weeping Blade. Ambush, Magic A; Dodge 4+; Assassinate 4+; Magic Resistance 5+; Magic Weapon; Weeping Blade.
	Skaven Deathmaster Assassin	6	8	1+	4	4	32	10	5	2300	-	4	1	Fear 9; Magic Armour; Magic Item; Magic Weapon. Fear 8; Magic Armour; Magic Weapon.	
33	Dragon Ogre Hero & Dragon Ogres Champions	6	6	3+	6	6	53	4	5	3300	2	3	1	Fear 8; Magic Armour; Magic Weapon. 4 x Magic Item; Magic Weapon.	
34	Skaven Grey Seers &	5	6	1+	4	4	43	7	4	3400	-	3	2	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 x Magic Item; Magic Weapon.	
	Skaven Plague Priests & Skaven Warpfire Thrower Teams & Skaven Assassins & Rat Ogres & Skaven Stormvermin	5	5	2+	4	5	23	6	3	730	-	1	2	Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade. Armed with Warpfire Throwers. Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade. Fear 5.	
	Dragon	6	6	-	6	6	74	8	7	4500	6	6	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0.	
	Dragon Ogre Hero & Dragon Ogres Champions	6	6	3+	6	6	53	4	5	3300	2	3	1	Fear 9; Magic Armour; Magic Item; Magic Weapon. Fear 8; Magic Armour; Magic Weapon.	
41	Chaos Lord (Riding) Manticores &	4	9	A	5	5	35	9	5	3050	6	4	1	Magic Armour; 3 x Magic Items; Magic Weapon. Fly; Manticores Sting (Ambush, Magic A); Terror 11. Choose whether your Warrior attacks Manticores or rider.	
42	Chaos Hero	4	8	A	5	5	30	8	4	1930	6	3	1D6	Magic Armour; 2 x Magic Item; Magic Weapon. Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Never Pinned; Terror 11.	
	Hydra	6	3	-	5	6	70	3	5	2250	3	4	1	Fear 11; Giant Attacks; Ignore Blows 5+; Ignore Pain 10; Large Monster; Never Pinned. Fly; Terror 10.	
43	Giant & Hippogriff	8	5	-	6	5	55	6	3	1450	-	3/4(S+)	1		

• LEVEL 9 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
44	Chimera &	6	4	-	7	6	60	4	6	2500	3	3/4(5+)	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Sting (3D6); Terror 11. Fly; Manticores Sting; Terror 11.
45	Manticore	6	6	-	7	7	50	4	4	2000	-	4	1	Beastman Magic 1; Magic Weapon.
	Beastman Shaman &	4	4	5+	3	5	26	4	1	680	-	1	2	Guards (Beastman Shaman); Magic Weapon; Throw Spears (Str 8).
	Beastmen Champions &	4	5	3+	4	4	30	4	2	610	-	1/2(5+)	3	Magic Armour; 2 x Magic Item; Magic Weapon; Throw Spears (Str 10).
	Beastman Lords &	4	7	1+	4	5	47	6	4	2000	2	3	2	Fear 9; 2 x Magic Item; Magic Weapon.
	Minotaur Hero	6	6	2+	5	5	48	5	4	2400	2	3/4(5+)	1	Magic Resistance 6+; Magic Armour; Magic Item; Magic Weapon.
46	Chaos Dwarf Champions &	3	5	3+	4	4	16	3	2	480	2	2/3(5+)	12	Magic Resistance 4+; Sorcerous Exhalation;
	Lammasu &	6	6	-	6	7	50	6	3	2000	-	4	1	Terror 10.
	Chaos Dwarf Sorcerer Lord	3	4	4+	4	5	40	5	3	3280	3	3/4(5+)	1	Chaos Dwarf Magic 4; Magic Dispel 4+; Magic Resistance 3+; Magic Armour; 3 x Magic Item; Magic Weapon.
51	Great Taurus &	6	6	-	6	6	50	7	4	2250	3	4	1	Breathe Fire 3; Fly; Terror 10.
	Dragon	6	6	-	6	6	74	8	7	4500	6	6	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0.
52	Griffon &	6	5	-	6	5	52	7	4	1500	-	4	1	Fly; Terror 10.
	Hippogriff	8	5	-	6	5	55	6	3	1450	-	3/4(5+)	1	Fly; Terror 10.
53	Manticore &	6	6	-	7	7	50	4	4	2000	-	4	1	Fly; Manticores Sting; Terror 11.
	Hydra	6	3	-	5	6	70	3	5	2250	3	4	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Never Pinned; Terror 11.
54	Chaos Dwarf Sorcerer Lord &	3	4	4+	4	5	40	5	3	3280	3	3/4(5+)	1	Chaos Dwarf Magic 4; Magic Dispel 4+; Magic Resistance 3+; Magic Armour; 3 x Magic Item; Magic Weapon.
	Bull Centaur Champions &	8	5	3+	5	4	23	4	3	1060	2	2	3	Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon; Guards (Sorcerer Lord).
	Chaos Dwarf Lords &	3	7	1+	4	5	33	5	4	1600	3	3	3	Magic Resistance 5+; Magic Armour; 2 x Magic Item; Magic Weapon.
	Bull Centaur Lords	8	7	1+	5	5	42	6	5	3680	3	4/5(5+)	2	Fear 7; Magic Resistance 4+; Magic Armour; 3 x Magic Item; Magic Weapon.
55	Master Chaos Sorcerers &	4	6	1+	5	5	31	8	3	2400	1	4	2	Chaos Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; 3 x Magic Items; Magic Weapon; Parry 5+.
	Chaos Champions &	4	7	A	5	4	15	7	3	910	2	1	6	Guards (Chaos Sorcerer); Magic Armour; Magic Weapon.
	Chaos Heroes &	4	8	A	5	5	30	8	4	1930	6	3	1D6	Magic Armour; 2 x Magic Item; Magic Weapon.
	Chaos Lord	4	9	A	5	5	35	9	5	3050	6	4	1	Magic Armour; 3 x Magic Items; Magic Weapon.
56	Dragon	6	6	-	6	6	74	8	7	4500	6	6	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0.
61	Keeper of Secrets	6	9	A	7	7	84	7	6	5500	4	6	1	Ambush, Magic 2+; Aura of Slaanesh; Greater Daemon 13; Ignore Blows 5+ Ignore Pain 7; Large Monster; Chaos Magic 4; Magic Dispel 4+; Magic Resistance 4+; Never Pinned.
62	Great Unclean One	4	7	A	7	8	100	4	7	5500	4	6	1	Ambush, Magic 5+; Chaos Magic 4; Greater Daemon 13; Ignore Blows 5+; Ignore Pain 10; Large Monster; Magic Dispel 4+; Magic Resistance 4+; Plague; Stream of Corruption.

## • LEVEL 9 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
63	Bull Centaur Champions & Bull Centaur Heroes & Bull Centaur Lord &	8	5	3+	5	4	23	4	3	1060	2	2	3	Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon. Fear 7; Magic Resistance 5+; Magic Armour; 2 x Magic Item; Magic Weapon. Fear 7; Magic Resistance 4+; Magic Armour; 3 x Magic Item; Magic Weapon.
64	Lord of Change	8	9	A	7	7	75	10	6	5000	4	6D6	1	Ambush, Magic A; Greater Daemon 13; Chaos Magic 5; Fly; Ignore Blows 5+; Ignore Pain 7; Magic Source; Large Monster; 3 x Magic Items; Power of Tzeentch.
65	Great Dragon	6	7	-	7	7	84	7	8	6000	7	6/7(5+)	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 4+; Ignore Pain 7; Large Monster; Chaos Magic 1; Terror 13; Treasure Hoard +1.
66	Roll on Level 10 Monster Table													

• LEVEL 10 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
11	Roll twice on this table													
12	Bloodthirster	6	10	A	8	7	125	6	10	8000	-	8	1	Armed with Axe of Khorne; Armed with Daemon Whip; Drain Power; Fly; Greater Daemon 14; Ignore Blow 3+; Ignore Pain 12; Large Monster; Magic Drain 5+
13	Keeper of Secrets	6	9	A	7	7	84	1	6	5500	4	6	1	Ambush, Magic 2+; Aura of Slaanesh; Greater Daemon 13; Ignore Blows 5+ Ignore Pain 7; Large Monster; Chaos Magic 4; Magic Dispel 4+; Magic Resistance 4+; Never Pinned.
14	Great Unclean One	4	7	A	7	8	100	4	7	5500	4	6	1	Ambush, Magic 5+; Chaos Magic 4; Greater Daemon 13; Ignore Blows 5+; Ignore Pain 10; Large Monster; Magic Dispel 4+; Magic Resistance 4+; Plague; Stream of Corruption.
15	Necromancer Lord & Master Necromancer & Wights & Wraiths & Mummy Tomb Kings	4	7	A	5	4	39	6	5	4100	4	3	1	Ambush, Magic A; Necromantic Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 x Magic Item; Magic Weapon; Regenerate 2. Necromantic Magic 3; Magic Dispel 4+; Magic Resistance 4+; 3 x Magic Item; Magic Weapon; Regenerate 2. Fear 7.
16	Master Chaos Sorcerers & Centaur Champions & Centaur Hero & Chaos Lord	4	6	1+	5	5	31	8	3	2400	1	4	2	Chill 2; Ethereal -1; Terror 8. Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6). Chaos Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; 3 x Magic Items; Magic Weapon; Parry 5+.
21	Liche & Wights & Wraiths & Mummy Tomb Kings & Wight Lord	8	4	2+	5	3	27	4	3	1000	2	2/3(5+)	3	Armed with Bow (Str 7); Fear 8; Guards (Master Chaos Sorcerer); Magic Armour; Magic Weapon. Magic Item.
22	Dragon	8	5	1+	5	4	40	5	4	2200	4	3	1	Armed with Bow (Str 8); Fear 8; Magic Armour; Magic Weapon; Magic Item.
23	Lord of Change	4	9	A	5	5	35	9	5	3050	6	4	1	Magic Armour; 3 x Magic Items; Magic Weapon. Fear 10; Necromantic Magic 3; 2 x Magic Item; Magic Weapon; Regenerate 2.
24	Great Dragon	4	7	A	5	4	40	6	5	3500	-	4	1	Fear 7.
25	Emperor Dragon	4	3	-	3	4	14	3	1	370	2	2	6	Chill 2; Ethereal -1; Terror 8.
		4	3	-	3	4	30	3	2	750	-	5	3	Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6). Fear 8; Magic Armour; Magic Weapon.
		3	4	-	5	5	45	4	3	1000	2	3	2	Fear 8; Magic Armour; Magic Weapon.
		4	4	-	4	4	35	4	2	650	2	2	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0.
		6	6	-	6	6	74	8	7	4500	6	6	1	Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0.
		8	9	A	7	7	75	10	6	5000	4	6D6	1	Ambush, Magic A; Greater Daemon 13; Chaos Magic 5; Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Magic Source; 3 x Magic Items; Power of Tzeentch.
		6	7	-	7	7	84	7	8	6000	7	6/7(5+)	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 4+; Ignore Pain 7; Large Monster; Chaos Magic 1; Terror 13; Treasure Hoard +1.
		6	8	-	8	8	94	6	9	7500	8	8	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 4+; Ignore Pain 3D6; Large Monster; Chaos Magic 2; Terror 14; Treasure Hoard +2.



• LEVEL 10 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
26	Vampire Lord Necromancer & Necromancer Champion & Mummies & Wraiths	6	7	2+	6	5	38	8	3	4750	5	4	1	Fly; Necromantic Magic 4; Magic Resistance 4+; Magic Armour: 4 x Magic Item; Magic Weapon; Vampire; Ambush, Magic A; Magic Dispel 4+.
31	Emperor Dragon	4	5	2+	4	3	29	4	3	1630	-	2	1	Necromantic Magic 2; Magic Resistance 4+; 2 x Magic Item; Magic Weapon; Regenerate 2.
32	Skaven Vermin Lord	3	3	-	4	5	40	3	2	450	-	2	4	Fear 7; Guards (Necromancer Champion); Tomb Rot (1D3). Chill 2; Ethereal -1; Terror 8.
33	Liche King	4	3	-	3	4	30	3	2	750	-	5	3	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 4+; Ignore Pain 3D6; Large Monster; Chaos Magic 2; Terror 14; Treasure Hoard +2.
34	Great Taurus & Giant	6	8	A	8	7	75	10	8	6000	8	6	1	Ambush, Magic A; Armed with Doom Glaive; Dodge 3+; Frenzy 5+; Greater Daemon 14; Ignore Pain 6; Large Monster; Skaven Magic 4+; Magic Dispel 4+; Magic Resistance 4+; Skitterleap.
35	Griffon & Hippogriff & Chaos Lord	6	7	A	7	6	63	4	5	7500	6	6	1	Chaos Magic 2; Necromantic Magic 3; Magic Dispel 4+; Large Monster; Magic Resistance 4+; 3 x Magic Item; Terror 14; Regenerate 4; Magic Weapon; Magic Armour.
36	Skaven Grey Seers & Skaven Warfire Thrower Teams & Skaven Deathmaster Assassins & Skaven Plague Lords	6	6	-	6	6	50	7	4	2250	3	4	1	Breathe Fire; Fly; Terror 10. Fear 11; Giant Attacks; Ignore Blows 5+; Ignore Pain 10; Large Monster; Never Pinned.
41	Skaven Vermin Lord	6	5	-	6	5	52	7	4	1500	-	4	1	Fly; Terror 10.
42	Hydra & Hippogriff & Manticore	8	5	-	6	5	55	6	3	1450	-	3/4(5+)	1	Fly; Terror 10. Magic Armour; 3 x Magic Items; Magic Weapon.
43	Bloodthirster	4	9	A	5	5	35	9	5	3050	6	4	1	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 x Magic Item; Magic Weapon.
44	Giant	5	6	1+	4	4	43	7	4	3400	-	3	2	Armed with Warfire Throwers; Guards (Grey Seer). Ambush, Magic A; Dodge 4+; Assassinate 4+; Magic Resistance 5+; Magic Weapon; Weeping Blade.
		4	3	5+	3	3	3	4	1	700	1	5	3	Death Fog; Dodge 3+; Frenzy 3+; Magic Resistance 3+; 3 x Magic Item; Magic Weapon; Never Pinned; Terror 10; Weeping Blade.
		6	8	1+	4	4	32	10	5	2300	-	4	3	Ambush, Magic A; Armed with Doom Glaive; Dodge 3+; Frenzy 5+; Greater Daemon 14; Ignore Pain 6; Large Monster; Skaven Magic 4+; Magic Dispel 4+; Magic Resistance 4+; Skitterleap.
		5	6	3+	4	5	30	7	4	2250	-	3	2	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Never Pinned; Terror 11.
		8	8	A	8	7	75	10	8	6000	6	6	1	Fly; Terror 10.
		6	3	-	5	6	70	3	5	2250	3	4	1	Armed with Axe of Khorne; Armed with Daemon Whip; Drain Power; Fly; Greater Daemon 14; Ignore Blow 3+; Ignore Pain 12; Large Monster; Magic Drain 5+.
		8	5	-	6	5	55	6	3	1450	-	3/4(5+)	1	Fear 11; Giant Attacks; Ignore Blows 5+; Ignore Pain 10; Large Monster; Never Pinned.
		6	6	-	7	7	50	4	4	2000	-	4	1	Skaven Magic 4+; Magic Dispel 4+; Magic Resistance 4+; Skitterleap.
		6	10	A	8	7	125	8	10	8000	-	8	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Never Pinned; Terror 11.
		6	3	4+	7	6	64	3	5	2000	5	5	1	Fly; Terror 10. Fly; Manticore Sting; Terror 11.

• LEVEL 10 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
45	Master Chaos Sorcerers & Centaur Champions &	4 8	6 4	1+ 2+	5 5	5 3	31 27	8 4	3 3	2400 1000	1 2	4 2/3(5+)	2 3	Chaos Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; Magic Armour; 3 x Magic Items; Magic Weapon. Armed with Bow (Str7); Fear 8; Guards (Master Chaos Sorcerers); Magic Armour; Magic Weapon.
46	Centaur Hero & Chaos Lord Liche &	8 4 4	5 9 7	1+ A A	5 5 5	4 5 4	40 35 40	5 9 6	4 5 5	2200 3050 3500	4 6 -	3 4 4	1 1 1	Armed with Bow (Str 8); Fear 8; Magic Armour; Magic Weapon. Magic Armour; 3 x Magic Items; Magic Weapon. Fear 10; Necromantic Magic 3; 2 x Magic Item; Magic Weapon; Regenerate 2. Fear 7; Guards (Liche). Chill 2; Ethereal -1; Terror 8. Fear 8; Magic Armour; Magic Weapon.
51	Wights & Wraths & Wight Lords Dragon	4 4 4 4	3 3 4 4	- - - -	3 3 4 4	4 4 4 4	14 30 35 74	3 3 4 8	1 2 2 7	370 750 650 4500	2 - 2 6	2 5 2 6	6 3 2 1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0.
52	Chaos Dwarf Sorcerer Lord & Lamasu & Bull Centaur Heroes & Bull Centaur Lord &	3 6 8 8	4 6 6 7	4+ - 2+ 1+	4 6 5 5	5 7 5 5	40 50 32 42	5 6 5 6	3 3 4 5	3280 2000 2320 3680	3 - 3 3	3/4(5+) 4 3/4(5+) 4/5(5+)	1 1 3 1	Chaos Dwarf Magic 4; Magic Dispel 4+; Magic Resistance 3+; Magic Armour; 3 x Magic Item; Magic Weapon. Fly; Magic Resistance 4+; Sorcerous Exhalation; Terror 10. Fear 7; Magic Resistance 5+; Magic Armour; 2 x Magic Item; Magic Weapon; Guards (Sorcerer Lord). Fear 7; Magic Resistance 4+; Magic Armour; 3 x Magic Item; Magic Weapon.
53	Chaos Dwarf Lords Skaven Grey Seers & Skaven Warfire Thrower Teams & Skaven Deathmaster Assassins & Skaven Plague Lords	3 5 4 6 5	7 6 3 8 6	1+ 1+ 5+ 1+ 3+	4 4 3 4 4	5 4 3 4 5	33 43 3 32 30	5 7 4 10 7	4 4 1 5 4	1600 3400 700 2300 2250	3 - 1 - -	3 3 5 4 3	3 2 3 3 2	Magic Resistance 5+; Magic Armour; 2 x Magic Item; Magic Weapon. Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 x Magic Item; Magic Weapon. Armed with Warfire Throwers; Guards (Grey Seer). Ambush, Magic A; Dodge 4+; Assassinate 4+; Magic Resistance 5+; Magic Weapon; Weeping Blade. Death Fog; Dodge 3+; Frenzy 3+; Magic Resistance 3+; 3 x Magic Item; Magic Weapon; Never Pinned; Terror 10; Weeping Blade.
54	Vampire Lord Necromancer & Necromancer Champion & Mummies & Wraths	6 4 3 4	7 5 3 4	2+ 2+ - -	6 4 4 3	5 3 5 4	38 29 40 30	8 4 3 3	3 3 2 2	4750 1630 450 750	4 - - -	4 2 2 5	1 1 4 3	Ambush, Magic A; Dispel 4+; Fly; Necromantic Magic 4; Magic Resistance 4+; Magic Armour; 4 x Magic Item; Magic Weapon; Vampire 2. Necromantic Magic 2; Magic Resistance 4+; 2 x Magic Item; Magic Weapon; Regenerate 2. Fear 7; Guards (Necromancer Champion); Tomb Rot (1D3). Chill 2; Ethereal -1; Terror 8.
55	Skaven Vermin Lord	8	8	A	8	7	75	10	8	6000	6	6	1	Ambush, Magic A; Armed with Doom Gialve; Dodge 3+; Frenzy 5+; Greater Daemon 14; Ignore Pain 6; Large Monster; Skaven Magic 4+; Magic Dispel 4+; Magic Resistance 4+; Skitterleap. Chaos Magic 2; Large Monster; Necromantic Magic 3; Magic Armour; Magic Dispel 4+; Magic Resistance 4+; 3 x Magic Item; Magic Weapon; Terror 14; Regenerate 2.
56	Liche King	6	7	A	7	6	63	4	5	7500	6	6	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 4+; Ignore Pain 3D6; Large Monster; Chaos Magic 2; Terror 14; Treasure Hoard +2.
61	Emperor Dragon	6	8	-	8	8	94	6	9	7500	8	8	1	

## • LEVEL 10 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
62	Lord of Change	8	9	A	7	7	75	1C	6	5000	4	6D6	1	Ambush, Magic A; Greater Daemon 13; Chaos Magic 5; Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Magic Source; 3 x Magic Items; Power of Tzeentch.
63	Keeper of Secrets	6	9	A	7	7	84	7	6	5500	4	6	1	Ambush, Magic 2+; Aura of Slaanesh; Greater Daemon 13; Ignore Blows 5+ Ignore Pain 7; Large Monster; Chaos Magic 4; Magic Dispel 4+; Magic Resistance 4+; Never Pinned.
64	Great Unclean One	4	7	A	7	8	100	4	7	5500	4	6	1	Ambush, Magic 5+; Chaos Magic 4; Greater Daemon 13; Ignore Blows 5+; Ignore Pain 10; Large Monster; Magic Dispel 4+; Magic Resistance 4+; Plague; Stream of Corruption.
65	Bloodthirster	6	10	A	8	7	125	£	10	8000	-	8	1	Armed with Axe of Khorne; Armed with Daemon Whip; Drain Power; Fly; Greater Daemon 14; Ignore Blow 3+; Ignore Pain 12; Large Monster; Magic Drain 5+
66	Roll twice on this table													