

• LEVEL 1 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
11	Roll on Level 2 Monster Table													
12	Ogres	6	3	5+	4	5	13	3	2	400	-	1/2(5+)	1D3	Fear 5.
13	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	1D6+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	5	4	-	5	3	3	5	2	200	-	1	1D3	Never Pinned; Wild Squig Attack.
	4-6 Trained Cave Squigs & Goblin Squig Hunters	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	1D6+6	Ambush A; Fly.
53	Giant Spiders	6	2	-	5	2	1	-	1	15	-	1	2D6	Web (1D3).
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	Centaur	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	Snotlings	4	1	-	1	1	1	1	1	10	-	S	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	-	S	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.
	Blue Horrors of Tzeentch	4	3	4+	3	3	4	7	1	100	-	1	5	Daemonic -1; Fear 4; Magic Resistance 6+.
31	Fiends of Slaanesh	6	3	-	3	3	8	3	3	250	-	1	1D6	Aura of Slaanesh; Daemonic -1; Fear 6.
32	Bloodletters of Khorne	4	5	2+	4	3	7	6	2	200	-	1	1D6+2	Armed with Hellblade; Daemonic -1; Fear 5.
33	Plaguebearers of Nurgle	4	5	2+	4	3	9	6	2	200	-	1	1D6+2	Daemonic -1; Fear 5; Plague.
34	Chaos Hounds	6	4	-	4	4	8	4	2	160	2	1	1D6	Ambush 5+; Gang Up.
35	Black Orcs	4	4	4+	4	4	7	2	1	90	1	1	1D6+4	-
36	Savage Orcs	4	3	4+	3	4	5	2	1	65	S*	1	2D6	Armed with Bows (Str 4); *Tattoos 6+.
41	Beastmen	4	4	4+	3	4	6	3	1	100	-	1	1D6+2	Throw Spears (Str 3).
42	Skaven Gutter Runners & Skaven Plague Censer Bearers & Skaven Poison Globadiers	6	4	3+	4	3	5	5	1	120	-	1	1D6	Ambush 4+.
		5	4	-	4	4	4	4	1	150	-	S	1D6	Armed with Plague Censers.
		5	3	4+	3	3	4	4	1	200	-	S	1D6	Armed with Poison Globes.
43	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).
		4	3	3+	4	3	6	3	2	150	2	1	1	Magic Weapon.
44	Dark Elf Naggaroth Black Guards	5	5	3+	4	3	6	7	1	150	2	1	2D6	Armed with Halberds; Fight in Ranks; Hate Elves.
45	Chaos Warriors	4	6	1+	4	4	12	6	2	240	2	1	1D6+1	-
46	Centaur	8	3	3+	4	3	12	3	2	300	-	2	1D3	Armed with Bows (Str 4); Fear 4.
51	Ogres	6	3	5+	4	5	13	3	2	400	-	1/2(5+)	3	Fear 5.
52	Minotaurs	6	4	4+	4	4	15	3	2	440	-	2	3	Fear 5.
53	Skeletons	4	2	5+	3	3	5	2	1	80	-	1	12	Armed with [1-3] Bows (Str 3) or [4-6] Swords; Fear 5; Regenerate 1.
54	Zombies	4	2	-	3	3	5	1	1	40	-	1	6	Fear 3.
55	Ghouls	4	2	-	3	4	4	3	2	80	-	1	12	Break; Fear 4.
56	Savage Orcs & Savage Orc Shaman	4	3	4+	3	4	5	2	1	65	S*	1	2D6	Armed with Bows (Str 4); *Tattoos 6+.
		4	3	4+	3	5	16	3	1	590	S*	1	1	Orc Magic 1; Magic Resistance 6+; Magic Weapon; *Tattoos 5+.
61	Chaos Dwarfs	3	4	4+	3	4	8	2	1	140	2	1/2(6+)	1D6+2	Magic Resistance 6+.
62	Chaos Dwarf Blunderbuss	3	4	4+	3	4	8	2	1	140	1	1	1D6+2	Armed with Blunderbuss; Magic Resistance 6+.
63	Bull Centaur	8	4	4+	4	4	12	3	2	410	2	1/2(5+)	3	Fear 5; Magic Resistance 6+.
64	Hobgoblins	4	3	4+	3	3	4	2	1	50	1	1	12	Ambush, Magic A; Break.
65	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.
66	Roll on Level 3 Monster Table													

• LEVEL 3 MONSTER TABLE •

D66	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	Centaurs & 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 Hellblade; 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	3	4+	3	4	3	2	1	55	-	1	2D6	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.
	Blue Horrors of Tzeentch	4	3	4+	3	3	4	7	1	100	-	1	5	Daemonic -1; Fear 4; Magic Resistance 6+.
41	Fiends of Slaanesh	6	3	-	3	3	8	3	3	250	-	1	6	Aura of Slaanesh; Daemonic -1; Fear 6.
42	Chaos Warriors	4	6	1+	4	4	12	6	2	240	2	1	7	-
43	Plaguebearers of Nurgle	4	5	2+	4	3	9	6	2	200	-	1	1D6+4	Daemonic -1; Fear 5; Plague.
44	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)
	Bull Centaurs & Hobgoblins	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; Guards (Chaos Dwarf Sorcerer).
46	Snotlings & Giant Rats	4	1	-	1	1	1	1	1	10	-	5	12	Ambush, Magic A; Gang Up.
		6	2	-	3	3	1	4	1	25	-	5	12	Deathleap (see Bestiary).
51	Giant Spiders & Giant Bats	6	2	-	5	2	1	-	1	15	-	1	12	Web (1D3).
		8	2	-	2	2	1	-	1	15	-	1	12	Ambush, Magic A; Fly.
52	Black Orcs & Goblins	4	4	4+	4	4	7	2	1	90	1	1	1D6+2	-
		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 Troils	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	-	S	4	20	1	2	450	-	2	1D3	Web (1D6).
65	Flamers of Tzeentch	9	3	2+	5	4	17	4	S	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 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.
13	Necromancer & Skeletons & Wights & Ghosts	4 4 4	4 2 3	3+ 5+ -	4 3 -	3 3 4	25 5 14	3 2 3	2 1 1	680 80 370	- - 2	2 1 2	1 2D6 1D6	Necromantic Magic 1; Magic Resistance 5+; Magic Weapon; Regenerate 2. Armed with [1-3] Bows (Str 4) or [4-6] Swords; Fear 5; Guards (Necromancer); Regenerate 1. Fear 7. Chill 1; Ethereal -1; Fear 6.
14	Daemonettes of Slaanesh	4	6	2+	4	3	15	6	3	300	-	1	1D6	Ambush 5+; Daemonic -1; Fear 6; Magic Resistance 6+.
15	Skaven Warlock & Skaven Assassins & Skaven Stormvermin Champions & Skaven Chieftain	5 6 5	3 5 4	4+ 3+ 4+	3 4 4	4 3 3	15 7 10	5 5 5	1 2 1	560 300 110	- - 1	2 1 1	1 1D6 1D6+3	Dodge 5+; Skaven Magic 1; Magic Dispel 6+. Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade. Armed with Halberds; Fight In Ranks; Guards (Skaven Warlock). 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 5	4+ 3+	4 5	4 5	10 20	2 3	2 2	140 420	2 2	1 2	1D6+4 1	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 6 5	5 4 4	2+ - -	4 4 3	3 4 3	15 8 6	7 4 6	2 2 1	150 160 130	2 2 -	1 1 1	1 1D6 1D6	Armed with Crossbow (Str 5); Beast Handler; Hate Elves. Ambush 5+; Gang Up. Ambush 5+; Gang Up
23	Goblins & Goblin Fanatics & Goblin Big Boss	4 4 4	2 2 4	5+ 5+ 2+	3 3 4	3 3 4	2 2 12	2 2 4	1 1 3	20 300 330	- - 2	1 5 1	24 1D3 1	Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight in Ranks). Armed with Ball and Chain; Never Pinned Magic Weapon; Magic Resistance 5+ (Ring).
24	Minotaurs & Ogres	6 6	4 3	4+ 5+	4 4	4 5	15 13	3 3	2 2	440 400	- -	2 1/2(5+)	1D3 1D3	Fear 5. Fear 5.
25	Giant Scorpions & Gigantic Spider	5 5	3 3	- -	5 5	6 4	20 20	1 1	2 2	450 450	- -	2 2	1D3 1D3	Sting (2D6). Web (1D6).
26	Beastmen & Beastmen Champion	4 4	4 5	4+ 3+	3 4	4 4	6 30	3 4	1 2	100 610	- -	1 1/2(5+)	1D6+2 1	Throw Spears (Str 3). Magic Weapon; Throw Spears (Str 8)
31	Chaos Dwarf Sorcerer & Bull Centaurs & Chaos Dwarfs & Chaos Dwarf Blunderbuss	3 8 3 3	4 4 4 4	4+ 4+ 4+ 4+	3 4 3 3	5+1 4 4 4	8 12 8 8	3 3 2 2	1 2 1 1	590 410 140 140	2 2 2 1	1/2(6+) 1/2(5+) 1/2(6+) 1	1 3 8 8	Chaos Dwarf Magic 1; Magic Dispel 4+; Magic Resistance 4+; Protection Ring (+1T). Fear 5; Magic Resistance 6+. Magic Resistance 6+. Armed with Blunderbuss; Guards (Chaos Dwarf Sorcerer); Magic Resistance 6+.
32	Dark Elf Beastmaster & 1-3 Chaos Hounds & 4-6 Warhounds	5 6 5	5 4 4	2+ - -	4 4 3	3 4 3	15 8 6	7 4 6	2 2 1	150 160 130	2 2 -	1 1 1	1 1D6 1D6	Armed with Crossbow (Str 5); Beast Handler; Hate Elves. Ambush 5+; Gang Up. Ambush 5+; Gang Up
33	Rat Ogre & Skaven Stormvermin	6 5	4 4	- 4+	5 4	5 3	20 5	5 5	2 1	500 95	- 1	2 1	1D3 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; Silme Trall.
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	5	40	3	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.
		6	4	4+	4	4	15	3	2	440	-	2	1D3	Fear 5.
52	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.
		4	6	1+	4	4	12	6	2	240	2	1	-	
53	Mummies	3	3	-	4	5	40	3	2	450	-	2	1D3+1	Fear 7; Tomb Rot (1D3)
54	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.
		4	3	-	3	4	14	3	1	370	2	2	1D6	Fear 7.
		4	2	-	-	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	5	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.
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 Warpfire 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	5 1 2	1 1D6 1	Armed with Warpfire 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; Silme Trail.
21	Juggernauts of Khome & 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	4 3 2 3	3+ - -	4 4 3	3 5 4	25 40 16 14	3 3 3	2 2 1	680 450 - 370	- - 2	2 2 2	1 1D6 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 3	4 4 4	30 15 6	4 3 3	2 2 1	610 440 100	- - -	1/2(5+) 2 1	1D3 3 1D6+2	Magic Weapon; Throw Spears (Str 8). Fear 5. Throw Spears (Str 3).
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; Silme 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+ 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.
33	Orc Shaman & Black Orc Champions & Orc Big Boss	4 4 4	3 4 5	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 3 3	4 3 4	30 16 14	3 3 3	2 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.
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	3	4+	3	4	5	4	1	60	-	1	2D6	Frenzy 5+; Weeping Blades.
		6	5	3+	4	3	7	5	2	300	-	1	1D6	Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade.
		5	5	2+	4	5	23	6	3	730	-	1	1	Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade.
		5	6	1+	4	4	30	7	4	900	3	2	1	Dodge 5+; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
42	Beastman Shaman & Beastmen & Beastmen Champions	4	4	5+	3	5	26	4	1	680	-	1	1	Beastman Magic 1; Magic Weapon.
		4	4	4+	3	4	6	3	1	100	-	1	1D6+2	Guards (Beastman Shaman); Throw Spears (Str 3).
		4	5	3+	4	4	30	4	2	610	-	1/2(5+)	1D3	Magic Weapon; Throw Spears (Str 8).
43	Wight Lord & Wights	4	4	-	4	4	35	4	2	650	2	2	1	Fear 8; Magic Armour; Magic Weapon.
		4	3	-	3	4	14	3	1	370	2	2	1D6	Fear 7.
44	Tomb Guardians & Mummies & Mummy Tomb King	4	3	6+	3	3	15	2	1	110	1	2	2D6	Fear 5; Regenerate 1.
		3	3	-	4	5	40	3	2	450	-	2	1D6	Fear 7; Tomb Rot (1D3).
		3	4	-	5	5	45	4	3	1000	2	3	1	Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6)
45	Cockatrice	4	3	-	4	4	26	4	3	1500	-	3/4(5+)	1	Fear 10; Fly; Petrify.
46	Bull Centaurs & Chaos Dwarfs & Chaos Dwarf Blunderbuss & Chaos Dwarf Sorcerer	8	4	4+	4	4	12	3	2	410	2	1/2(5+)	3	Fear 5; Magic Resistance 6+.
		3	4	4+	3	4	8	2	1	140	2	1/2(6+)	8	Magic Resistance 6+.
		3	4	4+	3	4	8	2	1	140	1	1	8	Armed with Blunderbuss; Guards (Sorcerer); Magic Resistance 6+.
		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).
51	Gorgon	4	2	4+	3	3	35	5	1	1100	-	2	1	Fear 9; Petrify.
52	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.
		4	6	1+	4	4	12	6	2	240	2	1	-	Choose whether your Warrior attacks Juggernaut or rider.
53	Chaos Sorcerer & Chaos Champions & Chaos Warriors	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+.
		4	7	A	5	4	15	7	3	910	2	1	1D6	Guards (Chaos Sorcerer); Magic Armour; Magic Weapon.
		4	6	1+	4	4	12	6	2	240	2	1	1D6	-
54	Dragon Ogres	6	4	5+	5	5	40	2	3	870	2	2	3	Fear 8.
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	4	3+	3	3	6	6	1	100	1	1	2D6	Armed with Crossbow (Str 4); Hate Elves; Dodge 6+.
		5	4	3+	3	3	11	6	1	140	-	1	1D6	Frenzy 4+; Hate Elves
		5	9	A	4	4	12	10	2	410	-	1	1D6	Ambush, Magic 5+; Dodge 5+; Assassinate 6+; Weeping Blades.
		5	6	1+	4	4	25	8	3	1040	4	2	1	Dodge 4+; Hate Elves; Magic Resistance 5+; Magic Armour; Magic Weapon.
61	Wight Lord & Wights	4	4	-	4	4	35	4	2	650	2	2	1	Fear 8; Magic Armour; Magic Weapon.
		4	3	-	3	4	14	3	1	370	2	2	1D6	Fear 7.
62	Skaven Warpfire Thrower Teams	4	3	5+	3	3	3	4	1	700	1	5	1D3	Armed with Warpfire Throwers.
63	Giant Scorpions & Gigantic Spider	5	3	-	5	6	20	1	2	450	-	2	1D3	Sting (2D6).
		5	3	-	5	4	20	1	2	450	-	2	1D3	Web (1D6).
64	Wraiths & Ghosts & Wights	4	3	-	3	4	30	3	2	750	-	5	3	Chill 2; Ethereal -1; Terror 8.
		4	2	-	-	3	16	3	1	-	-	5	1D6	Chill 1; Ethereal -1; Fear 6.
		4	3	-	3	4	14	3	1	370	2	2	1D6	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 &	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).
	Bull Centaur Champions &	8	5	3+	5	4	23	4	3	1060	2	2	1	Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
	Chaos Dwarfs &	3	4	4+	3	4	8	2	1	140	2	1/2(6+)	8	Guards (Chaos Dwarf Sorcerer); Magic Resistance 6+.
	Bull Centaur Hero	8	6	2+	5	5	32	5	4	2320	3	3/4(5+)	1	Fear 7; Magic Resistance 5+; Magic Armour; 2 x Magic Item; Magic Weapon.
13	Cockatrice	4	3	-	4	4	26	4	3	1500	-	3/4(5+)	1	Fear 10; Fly; Petrify.
14	Hippogriff &	8	5	-	6	5	55	6	3	1450	-	3/4(5+)	1	Fly; Terror 10.
	Chaos Champions	4	7	A	5	4	15	7	3	910	2	1	1D6	Magic Armour; Magic Weapon.
15	Chaos Dwarf Master Sorcerer &	3	4	4+	4	5	26	4	2	2190	3	2	1	Chaos Dwarf Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon.
	Bull Centaurs &	8	4	4+	4	4	12	3	2	410	2	1/2(5+)	3	Fear 5; Magic Resistance 6+.
	Chaos Dwarfs &	3	4	4+	3	4	8	2	1	140	2	1/2(6+)	8	Guards (Chaos Dwarf Master Sorcerer); Magic Resistance 6+.
	Bull Centaur Champion	8	5	3+	5	4	23	4	3	1060	2	2	1	Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
16	Skaven Warlock Champion &	5	3	4+	4	4	18	5	1	1180	2	2	1	Skaven Magic 2; Magic Dispel 5+; Magic Resistance 5+; Magic Item; Weeping Blade.
	Skaven Warfire Thrower Team &	4	3	5+	3	3	3	4	1	700	1	5	3	Armed with Warfire Throwers; Guards (War. Champ.).
	Skaven Plague Priest	5	5	2+	4	5	23	6	3	730	-	1	1	Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade.
21	Tomb Guardians &	4	3	6+	3	3	15	2	1	110	1	2	2D6	Fear 5; Regenerate 1.
	Mummies &	3	3	-	4	5	40	3	2	450	-	2	1D6	Fear 7; Tomb Rot (1D3).
	Mummy Tomb King	3	4	-	5	5	45	4	3	1000	2	3	1	Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6).
22	Griffon	6	5	-	6	5	52	7	4	1500	-	4	1	Fly; Terror 10.
23	Necromancer Champion &	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.
	Mummies &	3	3	-	4	5	40	3	2	450	-	2	6	Fear 7; Tomb Rot (1D3).
	Ghosts &	4	2	-	-	3	16	3	1	-	-	5	6	Chill 1; Ethereal -1; Fear 6.
	Wights	4	3	-	3	4	14	3	1	370	2	2	6	Fear 7; Guards (Necromancer Champion).
24	Chaos Dwarfs &	3	4	4+	3	4	8	2	1	140	2	1/2(6+)	8	Magic Resistance 6+.
	Chaos Dwarf Blunderbuss &	3	4	4+	3	4	8	2	1	140	1	1	8	Armed with Blunderbuss; Magic Resistance 6+.
	Chaos Dwarf Lord	3	7	1+	4	5	33	5	4	1600	3	3	1	Magic Resistance 5+; Magic Armour; 2 x Magic Item; Magic Weapon.
25	Beastman Shaman &	4	4	5+	3	5	26	4	1	680	-	1	1	Beastman Magic 1; Magic Weapon.
	Beastmen Champions &	4	5	3+	4	4	30	4	2	610	-	1/2(5+)	3	Guards (Beastman Shaman); Magic Weapon; Throw Spears (Str 8).
	Beastman Lord	4	7	1+	4	5	47	6	4	2000	2	3	1	Magic Armour; 2 x Magic Item; Magic Weapon; Throw Spears (Str 10).
26	Cockatrice	4	3	-	4	4	26	4	3	1500	-	3/4(5+)	1	Fear 10; Fly; Petrify.
31	Hippogriff	8	5	-	6	5	55	6	3	1450	-	3/4(5+)	1	Fly; Terror 10.
32	Beastmen &	4	4	4+	3	4	6	3	1	100	-	1	8	Throw Spears (Str 3).
	Beastmen Champions &	4	5	3+	4	4	30	4	2	610	-	1/2(5+)	3	Magic Weapon; Throw Spears (Str 8).
	Beastman Hero	4	6	2+	4	5	34	5	3	1300	2	2	1	Magic Item; Magic Weapon; Throw Spears (Str 9).
33	Ogres &	6	3	5+	4	5	13	3	2	400	-	1/2(5+)	3	-
	Minotaurs &	6	4	4+	4	4	15	3	2	440	-	2	3	-
	Minotaur Champion	6	5	3+	5	4	34	4	3	1100	1	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 &	5	4	3+	3	3	6	6	1	100	1	1	12	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.
	Witch Elves &	5	4	3+	3	3	11	6	1	140	-	1	6	
	Dark Elf Assassins &	5	9	A	4	4	12	10	2	410	-	1	6	
	Dark Elf Hero	5	6	1+	4	4	25	8	3	1040	4	2	1	
35	Chaos Champions &	4	7	A	5	4	15	7	3	910	2	1	1D6	Magic Armour; Magic Weapon. Daemonic -1; Fear 7; Magic Resistance 5+; Never Pinned. Choose whether your Warrior attacks Juggernaut or rider.
	Juggernauts of Khorne &	7	3	-	5	5	35	2	2	700	2	2	1D3+1	
	Chaos Warrior Riders	4	6	1+	4	4	12	6	2	240	2	1	-	
36	Wraiths &	4	3	-	3	4	30	3	2	750	-	5	3	Chill 2; Ethereal -1; Terror 8. Fear 7. Fear 8; Magic Armour; Magic Weapon.
	Wights &	4	3	-	3	4	14	3	1	370	2	2	6	
	Wight Lord	4	4	-	4	4	35	4	2	650	2	2	1	
41	Bull Centaurs &	8	4	4+	4	4	12	3	2	410	2	1/2(5+)	3	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.
	Bull Centaur Champion &	8	5	3+	5	4	23	4	3	1060	2	2	1	
	Bull Centaur Hero	8	6	2+	5	5	32	5	4	2320	3	3/4(5+)	1	
42	Trolls &	6	3	6+	5	4	30	1	3	650	-	2	3	Fear 6; Regenerate 2; Vomit. Fear 6; Magic Drain 6; Regenerate 2.
	Stone Trolls	6	3	6+	5	4	25	1	3	650	-	2	3	
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. -
	Chaos Champions &	4	7	A	5	4	15	7	3	910	2	1	6	
	Chaos Warriors	4	6	1+	4	4	12	6	2	240	2	1	6	
44	Centaur &	8	3	3+	4	3	12	3	2	300	-	2	1D3	Armed with Bow (Str 4); Fear 4. - Armed with Bow (Str 7); Fear 8; Magic Armour; Magic Weapon.
	Minotaurs &	6	4	4+	4	4	15	3	2	440	-	2	3	
	Centaur Champion	8	4	2+	5	3	27	4	3	1000	2	2/3(5+)	1	
45	Gorgons	4	2	4+	3	3	35	5	1	1100	-	2	3	Fear 9; Petrify.
46	Orc Big Bosses &	4	5	2+	4	5	25	4	3	720	3	2	1D6	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.
	Orc War Boss &	4	6	1+	4	5	33	5	4	1100	3	2/3(5+)	1	
	Orc Shaman	4	3	4+	3	5	16	3	1	590	-	1	1	
51	Griffon	6	5	-	6	5	52	7	4	1500	-	4	1	Fly; Terror 10.
52	Dragon Ogres &	6	4	5+	5	5	40	2	3	870	2	2	3	Fear 8. Fear 8; Magic Armour; Magic Weapon.
	Dragon Ogres Champion	6	5	4+	6	5	44	3	4	1550	2	2	1	
53	Orc Big Bosses &	4	5	2+	4	5	25	4	3	720	3	2	1D6	Guards (Shaman); Ignore Pain 6+; Magic Armour; Magic Weapon. Orc Magic 3; Magic Resistance 5+; Magic Weapon.
	Orc Shaman Champion	4	3	4+	4	5	20	3	1	1180	2	1/2(5+)	1	
54	Beasts of Nurgle &	3	3	-	3	5	25	3	1	750	-	2	3	Daemonic -1; Paralysis; Plague; Slime Trail. Daemonic -1; Fear 5; Plague. -
	Plaguebearers of Nurgle &	4	5	2+	4	3	9	6	2	200	-	1	1D6+2	
	Chaos Warriors	4	6	1+	4	4	12	6	2	240	2	1	12	
55	Black Orc Champions &	4	4	4+	4	4	10	2	2	140	2	1/2(5+)	1D6+4	- Magic Armour; Magic Weapon.
	Black Orc Big Boss	4	6	2+	5	5	23	4	3	910	3	2	1	
56	Skaven Plague Monks &	5	3	4+	3	4	5	4	1	60	-	1	6	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; Magic Weapon.
	Skaven Assassins &	6	5	3+	4	3	7	5	2	300	-	1	6	
	Skaven Plague Priest &	5	5	2+	4	5	23	6	3	730	-	1	1	
	Skaven Warlord	5	6	1+	4	4	30	7	4	900	3	2	1	

• 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 &	4	7	A	5	4	15	7	3	910	2	1	1D6	Magic Armour; Magic Weapon.
	Juggernauts of Khorne &	7	3	-	5	5	35	2	2	700	2	2	1D3+1	Daemonic -1; Fear 7; Magic Resistance 5+; Never Pinned.
	Chaos Warrior Riders	4	6	1+	4	4	12	6	2	240	2	1	-	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 × 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 &	5	6	1+	4	4	43	7	4	3400	-	3	1	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 × Magic Item; Magic Weapon.
	Skaven Plague Priests &	5	5	2+	4	5	23	6	3	730	-	1	2	Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade.
	Skaven Warpfire Thrower Teams &	4	3	5+	3	3	3	4	1	700	1	5	1D3	Armed with Warpfire Throwers; Guards (Grey Seer).
	Skaven Assassins	6	5	3+	4	3	7	5	2	300	-	1	6	Ambush A; Assassinate 6+ Dodge 5+; Weeping Blade.
13	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; Magic Resistance 5+; Never Pinned; Terror 11.
14	Centaur Champions &	8	4	2+	5	3	27	4	3	1000	2	2/3(5+)	4	Armed with Bow (Str 7); Fear 8; Magic Armour; Magic Weapon.
	Centaur Hero	8	5	1+	5	4	40	5	4	2200	4	3	1	Armed with Bow (Str 8); Fear 9; Magic Armour; Magic Weapon; Magic Item.
15	Dark Elf Sorcerer &	5	4	3+	3	4	12	7	1	590	-	1	1	Dark Elf Magic 1; Hate Elves; Magic Resistance 6+; Magic Item.
	Dark Elf Assassins &	5	9	A	4	4	12	10	2	410	-	1	6	Ambush, Magic 5+; Assassinate 6+; Dodge 5+; Weeping Blades.
	Dark Elves &	5	4	3+	3	3	6	6	1	100	1	1	8	Armed with Crossbow (Str 4); Hate Elves; Dodge 6+.
	Witch Elf Champions	5	5	2+	4	3	13	7	2	600	-	1	1D6	Frenzy 3+; Hate Elves.
16	Skaven Master Warlock &	5	3	4+	4	4	30	6	2	1900	-	2	1	Skaven Magic 3; Magic Resistance 4+; 3 × Magic Item; Magic Weapon.
	Skaven Plague Priest &	5	5	2+	4	5	23	6	3	730	-	1	2	Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade.
	Skaven Warpfire Thrower Teams	4	3	5+	3	3	3	4	1	700	1	S	1D3	Armed with Warpfire Throwers; Guards (Warlock).
21	Chaos Dwarf Master Sorcerer &	3	4	4+	4	5	26	4	2	2190	3	2	1	Chaos Dwarf Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon.
	Chaos Dwarf Blunderbuss &	3	4	4+	3	4	8	2	1	140	1	1	8	Armed with Blunderbuss; Guards (Master Sorcerer); Magic Resistance 6+.
	Centaur Champions &	8	4	2+	5	3	27	4	3	1000	2	2/3(5+)	4	Armed with Bow (Str 7); Fear 8; Magic Armour; Magic Weapon.
	Chaos Dwarf Lord	3	7	1+	4	5	33	5	4	1600	3	3	1	Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon.
22	Minotaur Hero &	6	6	2+	5	5	48	5	4	2400	2	3/4(5+)	1	Fear 9; 2 × Magic Item; Magic Weapon.
	Minotaur Champions	6	5	3+	5	4	34	4	3	1100	1	3	3	Fear 6; Magic Weapon.
23	Centaur Champions &	8	4	2+	5	3	27	4	3	1000	2	2/3(5+)	4	Armed with Bow (Str 7); Fear 8; Magic Armour; Magic Weapon.
	Centaur Hero	8	5	1+	5	4	40	5	4	2200	4	3	1	Armed with Bow (Str 8); Fear 9; Magic Armour; Magic Item; Magic Weapon.
24	Beastman Shaman &	4	4	5+	3	5	26	4	1	680	-	1	2	Beastman Magic 1; Magic Weapon.
	Beastmen Champions &	4	5	3+	4	4	30	4	2	610	-	1/2(5+)	3	Armed with Crossbow (Str 7); Guards (Shaman); Magic Weapon.
	Beastmen Champions &	4	5	3+	4	4	30	4	2	610	-	1/2(5+)	3	Magic Weapon; Throw Spears (Str 8).
	Beastman Lord	4	7	1+	4	5	47	6	4	2000	2	3	1	Magic Armour; 2 × Magic Item; Magic Weapon; Throw Spears (Str 10).
25	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+.
	Chaos Champions &	4	7	A	5	4	15	7	3	910	2	1	1D6	Guards (Chaos Sorcerer); Magic Armour; Magic Weapon.
	Chaos Warriors &	4	6	1+	4	4	12	6	2	240	2	1	6	-
	Chaos Hero	4	8	A	5	5	30	8	4	1930	6	3	1	Magic Armour; 2 × Magic Item; Magic Weapon.
26	Necromancer Champion &	4	5	2+	4	3	29	4	3	1630	-	2	1	Necromantic Magic 2; Magic Resistance 4+; 2 × Magic Item; Magic Weapon; Regenerate 2.
	Wights &	4	3	-	3	4	14	5	1	370	2	2	6	Fear 7; Guards (Necromancer Champion).
	Wraiths &	4	3	-	3	4	30	3	2	750	-	S	3	Chill 2; Ethereal -1; Terror 8.
	Wight Lord	4	4	-	4	4	35	4	2	650	2	2	1	Fear 8; Magic Armour; Magic Weapon.

• 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 &	6	4	5+	5	5	40	2	3	870	2	2	3	Fear 8.
	Dragon Ogres Champion	6	5	4+	6	5	44	3	4	1550	2	2	1	Fear 8; Magic Armour; Magic Weapon.
32	Beastman Shaman &	4	4	5+	3	5	26	4	1	680	-	1	2	Beastman Magic 1; Magic Weapon.
	Beastmen Champions &	4	5	3+	4	4	30	4	2	610	-	1/2(5+)	3	Armed with Crossbow (Str 7); Guards (Shaman); Magic Weapon.
	Beastmen Champions &	4	5	3+	4	4	30	4	2	610	-	1/2(5+)	3	Magic Weapon; Throw Spears (Str 8).
	Beastman Hero	4	6	2+	4	5	34	5	3	1300	2	2	1	Magic Item; Magic Weapon; Throw Spears (Str 9).
33	Orc Shaman Champion &	4	3	4+	4	5	20	3	1	1180	2	1/2(5+)	1	Orc Magic 3; Magic Resistance 5+; Magic Weapon.
	Black Orc Champions &	4	4	4+	4	4	10	2	2	140	2	1/2(5+)	2D6	Guards (Orc Shaman Champion).
	Black Orc Big Boss &	4	6	2+	5	5	23	4	3	910	3	2	1	Magic Armour; Magic Weapon.
	Orc War Boss	4	6	1+	4	5	33	5	4	1100	3	2/3(5+)	1	Ignore Pain 5+; Magic Armour; 2 × Magic Item; Magic Weapon.
34	Gorgons &	4	2	4+	3	3	35	5	1	1100	-	2	3	Fear 9; Petrify.
	Griffon	6	5	-	6	5	52	7	4	1500	-	4	1	Fly; Terror 10.
35	Dark Elf Assassins &	5	9	A	4	4	12	10	2	410	-	1	1D6	Ambush, Magic 5+; Assassinate 6+; Dodge 5+; Weeping Blades.
	Dark Elf Champions &	5	5	5	4	3	14	7	2	480	2	2	2D6	Hate Elves; Dodge 6+; Magic Weapon.
	Dark Elf Lord	5	7	A	4	4	34	9	4	1600	4	3	2	Dodge 4+; Hate Elves; Magic Resistance 5+; Magic Armour; 2 × 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 &	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.
	Tomb Guardians &	4	3	6+	3	3	15	2	1	110	1	2	2D6	Fear 5; Regenerate 1.
	Mummies &	3	3	-	4	5	40	3	2	450	-	2	1D6	Fear 7; Tomb Rot (1D3).
	Mummy Tomb King	3	4	-	5	5	45	4	3	1000	2	3	1	Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6).
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.
46	Cockatrice &	4	3	-	4	4	26	4	3	1500	-	3/4(5+)	1	Fear 10; Fly; Petrify.
	Beastmen &	4	4	4+	3	4	6	3	1	100	-	1	8	Throw Spears (Str 3).
	Beastmen Champions &	4	5	3+	4	4	30	4	2	610	-	1/2(5+)	3	Magic Weapon; Throw Spears (Str 8).
	Beastman Hero	4	6	2+	4	5	34	5	3	1300	2	2	1	Magic Item; Magic Weapon; Throw Spears (Str 9).
51	Lammasu &	6	6	-	6	7	50	6	3	2000	-	4	1	Fly; Magic Resistance 4+; Sorcerous Exhalation; Terror 10.
	Bull Centaur Champion &	8	5	3+	5	4	23	4	3	1060	2	2	1	Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
	Chaos Dwarfs &	3	4	4+	3	4	8	2	1	140	2	1/2(6+)	8	Guards; Magic Resistance 6+.
	Bull Centaur Hero	8	6	2+	5	5	32	5	4	2320	3	3/4(5+)	1	Fear 7; Magic Resistance 5+; Magic Armour; 2 × 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 &	6	6	-	6	6	50	7	4	2250	3	4	1	Breathe Fire 3; Fly; Terror 10.
	Chaos Dwarfs &	3	4	4+	3	4	8	2	1	140	2	1/2(6+)	8	Magic Resistance 6+.
	Chaos Dwarf Blunderbuss &	3	4	4+	3	4	8	2	1	140	1	1	8	Armed with Blunderbuss; Magic Resistance 6+.
	Chaos Dwarf Lord	3	7	1+	4	5	33	5	4	1600	3	3	1	Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon.
53	Skaven Plague Lord &	5	6	2+	4	5	30	7	4	2250	-	3	1	Death Fog; Dodge 3+; Frenzy 3+; Magic Resistance 3+;
	Skaven Plague Priests	5	5	2+	4	5	23	6	3	730	-	1	2	3 × Magic Item; Magic Weapon; Never Pinned; Terror 10; Weeping Blade, Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade.
54	Skaven Deathmaster Assassin &	6	8	1+	4	4	32	10	5	2300	-	4	1	Ambush, Magic A; Assassinate 4+; Dodge 4+; Magic Resistance 5+;
	Skaven Assassins	6	5	3+	4	3	7	5	2	300	-	1	6	Magic Weapon; Weeping Blade. Ambush A; Assassinate; Dodge 5+; Weeping Blade.
55	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.
56	Bull Centaur Hero &	8	6	2+	5	5	32	5	4	2320	3	3/4(5+)	1	Fear 7; Magic Resistance 5+; Magic Armour; 2 × Magic Item;
	Bull Centaur Champions	8	5	3+	5	4	23	4	3	1060	2	2	3	Magic Weapon. Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
61	Master Chaos Sorcerer &	4	6	1+	5	5	31	8	3	2400	1	4	1	Chaos Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour;
	Chaos Sorcerer &	4	6	1+	4	5	15	6	2	840	1	1	1D3	3 × Magic Items; Magic Weapon; Parry 5+.
	Chaos Champions	4	7	A	5	4	15	7	3	910	2	1	6	Chaos Magic 1; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon; Parry 5+.
62	Master Necromancer &	4	6	1+	5	4	34	5	4	2780	-	3	1	Guards (Chaos Sorcerer Master); Magic Armour; Magic Weapon.
	Wights &	4	3	-	3	4	14	3	1	370	2	2	6	Necromantic Magic 3; Magic Dispel 4+; Magic Resistance 4+;
	Wraiths	4	3	-	3	4	30	3	2	750	-	5	3	3 × Magic Item; Magic Weapon; Regenerate 2. Fear 7; Guards (Master Necromancer).
63	Giant	6	3	4+	7	6	64	3	5	2000	5	5	1	Chill 2; Ethereal -1; Terror 8.
64	Great Taurus	6	6	-	6	6	50	7	4	2250	3	4	1	Fear 11; Giant Attacks; Ignore Blows 5+; Ignore Pain 10; Large Monster; Never Pinned.
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;
	Cockatrice	4	3	-	4	4	26	4	3	1500	-	3/4(5+)	1	Large Monster; Sting (3D6); Terror 11. Fear 10; Fly; Petrify.
66	Roll on Level 8 Monster Table													

• LEVEL 3 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 &	6	8	1+	7	6	42	9	4	3750	4	3	1	Ambush, Magic A; Fly; Necromantic Magic 3; Magic Resistance 5+; Vampire.
	Wights &	4	3	-	3	4	14	3	1	370	2	2	6	Fear 7.
	Wraiths	4	3	-	3	4	30	3	2	750	-	5	3	Chill 2; Ethereal -1; Terror 8.
14	Manticore	6	6	-	7	7	50	4	4	2000	-	4	1	Fly; Manticore Sting; Terror 11.
15	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.
16	Wyvern &	6	5	-	5	6	46	4	3	1800	3	3/4(5+)	1	Drag and Rend; Fly; Magic Resistance 5+.
	Black Orc Champions	4	4	4+	4	4	10	2	2	140	2	1/2(5+)	2D6	Ignore Blows 5+; Ignore Pain 6; Large Monster; Never Pinned; Sting (3D6); Terror 10.
21	Skaven Grey Seer &	5	6	1+	4	4	43	7	4	3400	-	3	1	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4x Magic Item; Magic Weapon.
	Skaven Plague Priests &	5	5	2+	4	5	23	6	3	730	-	1	3	Ambush, Magic A; Frenzy 4+; Guards (Grey Seer); Magic Weapon; Weeping Blade.
	Skaven Assassins	6	5	3+	4	3	7	5	2	300	-	1	6	Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade.
22	Great Taurus &	6	6	-	6	6	50	7	4	2250	3	4	1	Breathe Fire 3; Fly; Terror 10.
	Bull Centaur Hero &	8	6	2+	5	5	32	5	4	2320	3	3/4(5+)	1	Fear 7; Magic Resistance 5+; Magic Armour; 2x 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.
23	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.
24	Hippogriff &	8	5	-	6	5	55	6	3	1450	-	3/4(5+)	1	Fly; Terror 10.
	Beastmen Champions	4	5	3+	4	4	30	4	2	610	-	1/2(5+)	3	Magic Weapon; Throw Spears (Str 8).
25	Great Taurus &	6	6	-	6	6	50	7	4	2250	3	4	1	Breathe Fire 3; Fly; Terror 10.
	Bull Centaur Hero &	8	6	2+	5	5	32	5	4	2320	3	3/4(5+)	1	Fear 7; Magic Resistance 5+; Magic Armour; 2x 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.
26	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+; 4x Magic Item; Magic Weapon; Regenerate 2.
	Mummies &	3	3	-	4	5	40	3	2	450	-	2	6	Fear 7; Tomb Rot (1D3).
	Mummy Tomb King	3	4	-	5	5	45	4	3	1000	2	3	3	Fear 7; Guards (Necromancer Lord); Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6).
31	Dragon Ogre Hero &	6	6	3+	6	6	53	4	5	3300	2	3	1	Fear 9; Magic Armour; Magic Item; Magic Weapon.
	Dragon Ogres Champions	6	5	4+	6	5	44	3	4	1550	2	2	3	Fear 8; Magic Armour; Magic Weapon.
32	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+.
	Chaos Champions &	4	7	A	5	4	15	7	3	910	2	1	1D6	Guards (Chaos Sorcerer); Magic Armour; Magic Weapon.
	Chaos Hero &	4	8	A	5	5	30	6	4	1930	6	3	1	Magic Armour; 2x Magic Item; Magic Weapon.
	Chaos Lord	4	9	A	5	5	35	5	5	3050	6	4	1	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.
		4	5	3+	4	4	30	4	2	610	-	1/2(5+)	6	Magic Weapon; Guards (Shaman Champions); Throw Spears (Str 8).
		4	7	1+	4	5	47	6	4	2000	2	3	2	Magic Armour; 2 x Magic Item; Magic Weapon; Throw Spears (Str 10).
34	Master Chaos Sorcerer &	4	6	1+	5	5	31	8	3	2400	1	4	1	Chaos Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; 3 x Magic Items; Magic Weapon; Parry 5+.
	Chaos Champions & Chaos Hero	4	7	A	5	4	15	7	3	910	2	1	6	Guards (Master Chaos Sorcerer); Magic Armour; Magic Weapon.
		4	8	A	5	5	30	8	4	1930	6	3	1	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 &	5	6	1+	4	4	43	7	4	3400	-	3	1	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 x Magic Item; Magic Weapon.
	Skaven Plague Priests & Skaven Warfire Thrower Team	5	5	2+	4	5	23	6	3	730	-	1	6	Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade.
		4	3	5+	3	3	3	4	1	700	1	5	3	Armed with Warfire Throwers; Guards (Grey Seer).
41	Lammasu &	6	6	-	6	7	50	6	3	2000	-	4	1	Fly; Magic Resistance 4+; Sorcerous Exhalation; Terror 10.
	Bull Centaur Hero	8	6	2+	5	5	32	5	4	2320	3	3/4(5+)	1	Fear 7; Magic Resistance 5+; Magic Armour; 2 x Magic Item; Magic Weapon.
42	Orc Shaman Lord &	4	3	5+	4	5	42	5	3	2870	2	2/3(5+)	1	Orc Magic 3; Magic Dispel 5+; Magic Resistance 4+; Magic Item; Magic Weapon.
	Orc Shaman Champion & Black Orc Champions & Black Orc Big Boss & Orc War Boss	4	3	4+	4	5	20	3	1	1180	2	1/2(5+)	1	Orc Magic 3; Magic Resistance 5+; Magic Weapon.
		4	4	4+	4	4	10	2	2	140	2	1/2(5+)	2D6	Guards (Shaman Lord).
		4	6	2+	5	5	23	4	3	910	3	2	1	Magic Armour; Magic Weapon.
		4	6	1+	4	5	33	5	4	1100	3	2/3(5+)	1	Ignore Pain 5+; Magic Armour; 2 x Magic Item; Magic Weapon.
43	Vampire Count &	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.
	Tomb Guardians & Mummies & Mummy Tomb King	4	3	6+	3	3	15	2	1	110	1	2	2D6	Fear 5; Regenerate 1.
		3	3	-	4	5	40	3	2	450	-	2	1D6	Fear 7; Tomb Rot (1D3).
44	Chimera	3	4	-	5	5	45	4	3	1000	2	3	1	Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6).
		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	Liche &	4	7	A	5	4	40	6	5	3500	-	4	1	Fear 10; Necromantic Magic 3; 2 x Magic Item; Magic Weapon; Regenerate 2.
	Skeletons & Wights & Wraiths	4	2	5+	3	3	5	2	1	80	-	1	12	Armed with Bows (Str 3); Fear 5; Guards (Liche); Regenerate 1.
		4	3	-	3	4	14	3	1	370	2	2	6	Fear 7; Guards.
		4	3	-	3	4	30	3	2	750	-	5	3	Chill 2; Ethereal -1; Terror 8.
46	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.
	Chaos Dwarf Blunderbuss &	3	4	4+	3	4	8	2	1	140	1	1	6	Armed with Blunderbuss; Guards (Sorcerer Lord); Magic Resistance 5+.
	Bull Centaur Heroes	8	6	2+	5	5	32	5	4	2320	3	3/4(5+)	1D3	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.
		6	5	3+	5	4	34	4	3	1100	1	3	1D3	Fear 6; Magic Weapon.
		4	7	A	5	4	15	7	3	910	2	1	1D6	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	5+	3	5	26	4	1	680	-	1	1	Beastman Magic 1; Magic Weapon.
		4	5	3+	4	4	30	4	2	610	-	1/2(5+)	6	Armed with Crossbow (Str 7); Guards (Shaman); Magic Weapon.
		8	4	2+	5	3	27	4	3	1000	2	2/3(5+)	1	Armed with Bow (Str 7); Fear 8; Magic Armour; Magic Weapon.
		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.
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(5+)	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	50	7	4	2250	3	4	1	Breathe Fire 3; Fly; Terror 10.
		6	6	-	6	7	50	6	3	2000	-	4	1	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	4	4+	4	5	26	4	2	2190	3	2	1	Chaos Dwarf Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon.
		3	4	4+	3	4	8	2	1	140	1	1	8	Armed with Blunderbuss; Guards (Master Sorcerer); Magic Resistance 6+.
		8	4	2+	5	3	27	4	3	1000	2	2/3(5+)	4	Armed with Bow (Str 7); Fear 8; Magic Armour; Magic Weapon.
		3	7	1+	4	5	33	5	4	1600	3	3	1	Magic Resistance 5+; Magic Armour; 2 x Magic Item; Magic Weapon.
	Bull Centaur Lord	8	7	1+	5	5	42	6	5	3680	3	4/5(5+)	1	Fear 7; Magic Resistance 4+; Magic Armour; 3 x Magic Item; Magic Weapon.
61	Skaven Deathmaster Assassin & Skaven Assassins & Skaven Warfire Thrower Teams	6	8	1+	4	4	32	10	5	2300	-	4	1	Ambush, Magic A; Assassinate 4+; Dodge 4+; Magic Resistance 5+; Magic Weapon; Weeping Blade.
		6	5	3+	4	3	7	5	2	300	-	1	6	Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade.
		4	3	5+	3	3	3	4	1	700	1	5	3	Armed with Warfire Throwers.
62	Gorgons & Cockatrice	4	2	4+	3	3	35	5	1	1100	-	2	3	Fear 9; Petrify.
		4	3	-	4	4	26	4	3	1500	-	3/4(5+)	1	Fear 10; Fly; Petrify.
63	Necromancer Lord & Vampire Count & Skeletons & Tomb Guardians & Mummies & Mummy Tomb King	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.
		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.
		4	2	5+	3	3	5	2	1	80	-	1	12	Armed with Bows (Str 3); Fear 5; Guards (Necromancer Lord); Regenerate 1.
		4	3	6+	3	3	15	2	1	110	1	2	2D6	Fear 5; Regenerate 1.
		3	3	-	4	5	40	3	2	450	-	2	1D6	Fear 7; Tomb Rot (1D3).
	Mummy Tomb King	3	4	-	5	5	45	4	3	1000	2	3	1	Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6).
64	Vampire Lord & Vampire Count & Mummies & Mummy Tomb King	6	8	1+	7	6	42	9	5	3750	4	3	1	Ambush, Magic A; Fly; Necromantic Magic 2; Magic Resistance 5+; Magic Item; Magic Weapon; Vampire.
		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.
		3	3	-	4	5	40	3	2	450	-	2	6	Fear 7; Tomb Rot (1D3).
	Mummy Tomb King	3	4	-	5	5	45	4	3	1000	2	3	1	Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6).
65	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.
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 Sjaanesh; 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 &	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).
	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.
	Chaos Dwarfs & Bull Centaur Heroes &	3 8	4 6	4+ 2+	3 5	4 5	8 32	2 5	1 4	140 2320	2 3	1/2(6+) 3/4(5+)	8 3	Guards (Chaos Dwarf Sorcerer); Magic Resistance 6+. Fear 7; Magic Resistance 5+; Magic Armour; 2 x Magic Item; Magic Weapon.
	Bull Centaur Lord	8	7	1+	5	5	42	6	5	3680	3	4/5(5+)	1	Fear 7; Magic Resistance 4+; Magic Armour; 3 x Magic Item; Magic Weapon.
15	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.
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 &	6	5	-	5	6	46	4	3	1800	3	3/4(5+)	1	Drag and Rend; Fly; Ignore Blows 5+; Ignore Pain 6; Large Monster; Never Pinned; Sting (3D6); Terror 10.
	Cockatrice	4	3	-	4	4	26	4	3	1500	-	3/4(5+)	1	Fear 10; Fly; Petrify.
23	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.
	Master Necromancer &	4	6	1+	5	4	34	5	4	2780	3	3	1	Necromantic Magic 3; Magic Dispel 4+; Magic Resistance 4+; 3 x Magic Item; Magic Weapon; Regenerate 2.
	Wights & Wraiths	4 4	3 3	- -	3 3	4 4	14 30	3 3	1 2	370 750	2 -	2 5	6 6	Fear 7. Chill 2; Ethereal -1; Terror 8.
24	Vampire Lord &	6	8	1+	7	6	42	9	5	3750	4	3	1	Ambush, Magic A; Fly; Necromantic Magic 2; Magic Resistance 5+; Magic Item; Magic Weapon; Vampire.
	Vampire Counts &	6	7	2+	7	6	30	8	3	2000	3	2/3(5+)	2	Ambush, Magic A; Fly; Necromantic Magic 2; Magic Resistance 5+; Vampire.
	Wights	4	3	-	3	4	14	3	1	370	2	2	6	Fear 7.
25	Great Taurus &	6	6	-	6	6	50	7	4	2250	3	4	1	Breathe Fire; Fly; Terror 10.
	Chaos Dwarfs &	3	4	4+	3	4	8	2	1	140	2	1/2(6+)	8	Magic Resistance 6+.
	Chaos Dwarf Blunderbuss &	3	4	4+	3	4	8	2	1	140	1	1	8	Armed with Blunderbuss; Magic Resistance 6+.
	Chaos Dwarf Lord	3	7	1+	4	5	33	5	4	1600	3	3	1	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	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 × Magic Item; Magic Weapon.
	(Riding) Lammasu &	6	6	-	6	7	50	6	3	2000	-	4	1	Fly; Magic Resistance 4+; Sorcerous Exhalation; Terror 10. Choose whether your Warrior attacks Lammasu or rider.
	Chaos Dwarf Champions & Chaos Dwarf Lord	3 3	5 7	3+ 1+	4 4	4 5	16 33	3 5	2 4	480 1600	2 3	2/3(S+) 3	6 1	Magic Resistance 6+; Magic Armour; Magic Item; Magic Weapon. Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon.
31	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 × Magic Item; Magic Weapon; Regenerate 2.
	Master Necromancer &	4	6	1+	5	4	34	5	4	2780	3	3	1	Necromantic Magic 3; Magic Dispel 4+; Magic Resistance 4+; 3 × Magic Item; Magic Weapon; Regenerate 2.
	Liche &	4	7	A	5	4	40	6	5	3500	-	4	1	Fear 10; Necromantic Magic 3; 2 × Magic Item; Magic Weapon; Regenerate 2.
	Skeletons & Wights & Wraiths	4 4 4	2 3 3	5+ - -	3 3 3	3 4 4	5 14 30	2 3 3	1 1 2	80 370 750	- 2 -	1 2 5	12 6 3	Armed with Bows (Str 3); Fear 5; Guards (Liche); Regenerate 1. Fear 7; Guards (Necromancer Lord). Chill 2; Ethereal -1; Terror 8.
32	Skaven Grey Seer &	5	6	1+	4	4	43	7	4	3400	-	3	1	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 × Magic Item; Magic Weapon.
	Skaven Warpfire Thrower Teams & Skaven Plague Priests & Skaven Assassins & Skaven Plague Lord &	4 5 6 5	3 5 5 6	5+ 2+ 3+ 2+	3 4 4 4	3 5 3 5	3 23 7 30	4 6 7 7	1 3 5 4	700 730 300 2250	1 - - -	5 1 1 3	3 2 6 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. Death Fog; Dodge 3+; Frenzy 3+; Magic Resistance 3+; 3 × Magic Item; Magic Weapon; Never Pinned; Terror 10; Weeping Blade.
	Skaven Deathmaster Assassin	6	8	1+	4	4	32	10	5	2300	-	4	1	Ambush, Magic A; Dodge 4+; Assassinate 4+; Magic Resistance 5+; Magic Weapon; Weeping Blade.
	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.
	Skaven Grey Seers &	5	6	1+	4	4	43	7	4	3400	-	3	2	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 × Magic Item; Magic Weapon.
34	Skaven Plague Priests & Skaven Warpfire Thrower Teams & Skaven Assassins & Rat Ogres & Skaven Stormvermin	5 4 6 6 5	5 3 5 4 4	2+ 5+ 3+ - 4+	4 3 4 5 4	5 3 3 5 3	23 3 7 20 5	6 3 4 5 5	3 4 1 2 1	730 700 300 500 95	- 1 - - 1	1 5 1 2 1	2 1D3 6 3 12	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	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.
	Chaos Lord (Riding) Manticore &	4 6	9 6	A -	5 7	5 7	35 50	9 4	5 4	3050 2000	6 -	4 4	1 1	Magic Armour; 3 × Magic Items; Magic Weapon. Fly; Manticore Sting (Ambush, Magic A); Terror 11. Choose whether your Warrior attacks Manticore or rider.
	Chaos Hero	4	8	A	5	5	30	8	4	1930	6	3	1D6	Magic Armour; 2 × Magic Item; Magic Weapon.
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	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.
	Hippogriff	8	5	-	6	5	55	6	3	1450	-	3/4(S+)	1	Fly; Terror 10.

• 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.
	Manticore	6	6	-	7	7	50	4	4	2000	-	4	1	Fly; Manticore Sting; Terror 11.
45	Beastman Shaman &	4	4	5+	3	5	26	4	1	680	-	1	2	Beastman Magic 1; Magic Weapon.
	Beastmen Champions &	4	5	3+	4	4	30	4	2	610	-	1/2(5+)	3	Guards (Beastman Shaman); Magic Weapon; Throw Spears (Str 8).
	Beastman Lords & Minotaur Hero	4	7	1+	4	5	47	6	4	2000	2	3	2	Magic Armour; 2 x Magic Item; Magic Weapon; Throw Spears (Str 10). Fear 9; 2 x Magic Item; Magic Weapon.
46	Chaos Dwarf Champions & Lammasu &	3	5	3+	4	4	16	3	2	480	2	2/3(5+)	12	Magic Resistance 6+; Magic Armour; Magic Item; Magic Weapon.
		6	6	-	6	7	50	6	3	2000	-	4	1	Fly; Magic Resistance 4+; Sorcerous Exhalation; 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; Manticore 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 &	8	5	3+	5	4	23	4	3	1060	2	2	3	Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
	Bull Centaur Heroes &	8	6	2+	5	5	32	5	4	2320	3	3/4(5+)	3	Fear 7; Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon.
	Bull Centaur Lord &	8	7	1+	5	5	42	6	5	3680	3	4/5(5+)	1	Fear 7; Magic Resistance 4+; Magic Armour; 3 × 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 × 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	8	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	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.
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 &	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.
	Wights & Wraiths & Mummy Tomb Kings	4	3	-	3	4	14	3	1	370	2	2	6	Necromantic Magic 3; Magic Dispel 4+; Magic Resistance 4+; 3 x Magic Item; Magic Weapon; Regenerate 2. Fear 7.
		4	3	-	3	4	30	3	2	750	-	5	6	Chill 2; Ethereal -1; Terror 8.
		3	4	-	5	5	45	4	3	1000	2	3	4	Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6).
16	Master Chaos Sorcerers & Centaur Champions & Centaur Hero & Chaos Lord	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+.
		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.
		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.
		4	9	A	5	5	35	9	5	3050	6	4	1	Magic Armour; 3 x Magic Items; Magic Weapon.
21	Liche & Wights & Wraiths & Mummy Tomb Kings & Wight Lord	4	7	A	5	4	40	6	5	3500	-	4	1	Fear 10; Necromantic Magic 3; 2 x Magic Item; Magic Weapon; Regenerate 2.
		4	3	-	3	4	14	3	1	370	2	2	6	Fear 7.
		4	3	-	3	4	30	3	2	750	-	5	3	Chill 2; Ethereal -1; Terror 8.
		3	4	-	5	5	45	4	3	1000	2	3	2	Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6).
		4	4	-	4	4	35	4	2	650	2	2	1	Fear 8; Magic Armour; Magic Weapon.
22	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.
23	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; Large Monster; Magic Source; 3 x Magic Items; Power of Tzeentch.
24	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.
25	Emperor Dragon	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 &	6	7	2+	6	5	38	8	3	4750	5	4	1	Fly; Necromantic Magic 4; Magic Resistance 4+; Magic Armour; 4 × Magic Item; Magic Weapon; Vampire; Ambush, Magic A; Magic Dispel 4+.
	Necromancer Champion &	4	5	2+	4	3	29	4	3	1630	-	2	1	Necromantic Magic 2; Magic Resistance 4+; 2 × Magic Item; Magic Weapon; Regenerate 2.
	Mummies & Wraiths	3	3	-	4	5	40	3	2	450	-	2	4	Fear 7; Guards (Necromancer Champion); Tomb Rot (1D3). Chill 2; Ethereal -1; Terror 8.
31	Emperor Dragon	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.
32	Skaven Vermin Lord	8	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.
33	Liche King	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 × Magic Item; Terror 14; Regenerate 4; Magic Weapon; Magic Armour.
34	Great Taurus & Giant	6	6	-	6	6	50	7	4	2250	3	4	1	Breathe Fire; Fly; Terror 10.
		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.
35	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.
	Chaos Lord	4	9	A	5	5	35	9	5	3050	6	4	1	Magic Armour; 3 × Magic Items; Magic Weapon.
36	Skaven Grey Seers &	5	6	1+	4	4	43	7	4	3400	-	3	2	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 × Magic Item; Magic Weapon.
	Skaven Warpfire Thrower Teams & Skaven Deathmaster Assassins &	4	3	5+	3	3	3	4	1	700	1	5	3	Armed with Warpfire Throwers; Guards (Grey Seer). Ambush, Magic A; Dodge 4+; Assassinate 4+;
	Skaven Plague Lords	6	8	1+	4	4	32	10	5	2300	-	4	3	Magic Resistance 5+; Magic Weapon; Weeping Blade. Death Fog; Dodge 3+; Frenzy 3+; Magic Resistance 3+;
41	Skaven Vermin Lord	8	8	A	8	7	75	10	8	6000	6	6	1	3 × Magic Item; Magic Weapon; Never Pinned; Terror 10; Weeping Blade. 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.
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.
	Hippogriff &	8	5	-	6	5	55	6	3	1450	-	3/4(5+)	1	Fly; Terror 10.
	Manticore	6	6	-	7	7	50	4	4	2000	-	4	1	Fly; Manticore Sting; Terror 11.
43	Bloodthirster	6	10	A	8	7	125	8	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+
44	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.

• 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 &	4	6	1+	5	5	31	8	3	2400	1	4	2	Chaos Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; Magic Armour; 3 × Magic Items; Magic Weapon.
	Centaur Champions &	8	4	2+	5	3	27	4	3	1000	2	2/3(5+)	3	Armed with Bow (Str 7); Fear 8; Guards (Master Chaos Sorcerers); Magic Armour; Magic Weapon.
	Centaur Hero & Chaos Lord	8 4	5 9	1+ A	5 5	4 5	40 35	5 9	4 5	2200 3050	4 6	3 4	1 1	Armed with Bow (Str 8); Fear 8; Magic Armour; Magic Weapon. Magic Armour; 3 × Magic Items; Magic Weapon.
46	Liche &	4	7	A	5	4	40	6	5	3500	-	4	1	Fear 10; Necromantic Magic 3; 2 × Magic Item; Magic Weapon; Regenerate 2.
	Wights & Wraiths &	4 4	3 3	- -	3 3	4 4	14 30	3 3	1 2	370 750	2 -	2 S	6 3	Fear 7; Guards (Liche). Chill 2; Ethereal -1; Terror 8.
	Wight Lords	4	4	-	4	4	35	4	2	650	2	2	2	Fear 8; Magic Armour; Magic Weapon.
51	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	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 × Magic Item; Magic Weapon.
	Lammasu &	6	6	-	6	7	50	6	3	2000	-	4	1	Fly; Magic Resistance 4+; Sorcerous Exhalation; Terror 10.
	Bull Centaur Heroes &	8	6	2+	5	5	32	5	4	2320	3	3/4(5+)	3	Fear 7; Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon; Guards (Sorcerer Lord).
	Bull Centaur Lord &	8	7	1+	5	5	42	6	5	3680	3	4/5(5+)	1	Fear 7; Magic Resistance 4+; Magic Armour; 3 × Magic Item; Magic Weapon.
	Chaos Dwarf Lords	3	7	1+	4	5	33	5	4	1600	3	3	3	Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon.
53	Skaven Grey Seers &	5	6	1+	4	4	43	7	4	3400	-	3	2	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 × Magic Item; Magic Weapon.
	Skaven Warpfire Thrower Teams & Skaven Deathmaster Assassins &	4 6	3 8	5+ 1+	3 4	3 4	3 32	4 10	1 5	700 2300	1 -	5 4	3 3	Armed with Warpfire Throwers; Guards (Grey Seer). Ambush, Magic A; Dodge 4+; Assassinate 4+; Magic Resistance 5+; Magic Weapon; Weeping Blade.
	Skaven Plague Lords	5	6	3+	4	5	30	7	4	2250	-	3	2	Death Fog; Dodge 3+; Frenzy 3+; Magic Resistance 3+; 3 × Magic Item; Magic Weapon; Never Pinned; Terror 10; Weeping Blade.
54	Vampire Lord Necromancer &	6	7	2+	6	5	38	8	3	4750	4	4	1	Ambush, Magic A; Dispel 4+; Fly; Necromantic Magic 4; Magic Resistance 4+; Magic Armour; 4 × Magic Item; Magic Weapon; Vampire 2.
	Necromancer Champion &	4	5	2+	4	3	29	4	3	1630	-	2	1	Necromantic Magic 2; Magic Resistance 4+; 2 × Magic Item; Magic Weapon; Regenerate 2.
	Mummies & Wraiths	3 4	3 3	- -	4 3	5 4	40 30	3 3	2 2	450 750	- -	2 S	4 3	Fear 7; Guards (Necromancer Champion); Tomb Rot (1D3). Chill 2; Ethereal -1; Terror 8.
	Skaven Vermin Lord	8	8	A	8	7	75	10	8	6000	6	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.
56	Liche King	6	7	A	7	6	63	4	5	7500	6	6	1	Chaos Magic 2; Large Monster; Necromantic Magic 3; Magic Armour; Magic Dispel 4+; Magic Resistance 4+; 3 × Magic Item; Magic Weapon; Terror 14; Regenerate 2.
61	Emperor Dragon	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
62	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; 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	8	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													