

• 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+.
44	Goblins & Goblin Boss	5	4	-	4	4	4	4	1	150	-	S	1D6	Armed with Plague Censers.
45	Dark Elf Naggaroth Black Guards	5	3	4+	3	3	4	4	1	200	-	5	1D6	Armed with Poison Globes.
46	Chaos Warriors	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.
51	Centaur	4	3	3+	4	3	6	3	2	150	2	1	1	Armed with Halberds; Fight in Ranks; Hate Elves.
52	Ogres	4	6	1+	4	4	12	6	2	240	2	1	1D6+1	-
53	Minotaurs	8	3	3+	4	3	12	3	2	300	-	2	1D3	Armed with Bows (Str 4); Fear 4.
54	Skeletons	6	3	5+	4	5	13	3	2	400	-	1/2(5+)	3	Fear 5.
55	Zombies	4	2	5+	3	3	5	2	1	80	-	2	3	Fear 5.
56	Ghouls	4	2	-	3	3	5	1	1	40	-	1	12	Armed with [1-3] Bows (Str 3) or [4-6] Swords; Fear 5; Regenerate 1.
61	Savage Orcs & Savage Orc Shaman	4	3	4+	3	4	4	3	2	80	-	1	6	Fear 3.
62	Chaos Dwarfs	3	4	4+	3	4	8	2	1	140	2	1/2(6+)	1	Break; Fear 4.
63	Chaos Dwarf Blunderbuss	3	4	4+	3	4	8	2	1	140	1	1	2D6	Armed with Bows (Str 4); *Tattoos 6+.
64	Bull Centaur	4	3	4+	3	5	16	3	1	590	S*	1	1	Orc Magic 1; Magic Resistance 6+; Magic Weapon; *Tattoos 5+.
65	Hobgoblin	3	4	4+	3	4	8	2	1	140	2	1/2(5+)	1D6+2	Armed with Blunderbuss; Magic Resistance 6+.
66	Minotaurs & Ogres	8	4	4+	4	4	12	3	2	410	2	1/2(5+)	3	Fear 5; Magic Resistance 6+.
67	Roll on Level 3 Monster Table	4	3	4+	3	3	4	2	1	50	1	1	12	Ambush, Magic A; Break.
68	Roll on Level 3 Monster Table	6	4	4+	4	4	15	3	2	440	-	2	1D3	Fear 5.
69	Roll on Level 3 Monster Table	6	3	5+	4	5	13	3	2	400	-	1/2(5+)	1D3	Fear 5.

• 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	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.
41	Blue Horrors of Tzeentch	4	3	4+	3	3	4	7	1	100	-	1	5	Daemonic -1; Fear 4; Magic Resistance 6+.
42	Fiends of Slaanesh	6	3	-	3	3	8	3	3	250	-	1	6	Aura of Slaanesh; Daemonic -1; Fear 6.
43	Chaos Warriors	4	6	1+	4	4	12	6	2	240	2	1	7	-
44	Plaguebearers of Nurgle	4	5	2+	4	3	9	6	2	200	-	1	1D6+4	Daemonic -1; Fear 5; Plague.
		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)
46	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).
		4	1	-	1	1	1	1	10	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	-	2	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 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	1	20	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).
24	Minotaurs & Ogres	6	3	5+	4	5	13	3	2	440	-	2	1D3	Fear 5.
		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).
		3	4	4+	3	5+1	8	3	1	590	2	2	1	Chaos Dwarf Magic 1; Magic Dispel 4+; Magic Resistance 4+; Protection Ring (+1T).
32	Bull Centaurs & Chaos Dwarfs & Chaos Dwarf Blunderbuss	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 (Chaos Dwarf Sorcerer); Magic Resistance 6+.
33	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.
34	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	-
35	Ghosts	4	2	-	-	3	16	3	1	-	-	5	1D6+2	Chill 1; Ethereal -1; Fear 6.
36	Stone Trolls	6	3	6+	5	4	25	1	3	650	-	2	1D3	Fear 6; Magic Drain 6; Regenerate 2.
41	Beasts of Nurgle & Beastmen Champions	3	3	-	3	5	25	3	1	750	-	2	1D3	Daemonic -1; Paralysis; Plague; Silme Trail.
		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	-	5	5	35	2	2	700	2	2	1D3	Fear 5.
53	Mummies	4	6	1+	4	4	12	6	2	240	2	1	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	5	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	3	3	2	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. 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 16 14	3 3 1	2 1 3	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 4	30 15 15	2 3 2	2 2 440	610 440 -	- - -	1/2(5+) 2 2	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	4 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 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 4	4+ 4+ 2+	3 4 4	3 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 1	2 1 3	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 7 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+. Armed with Blunderbuss; Guards (Sorcerer); 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	3 2 2	2 1 1	410 140 140	2 2 1	1/2(5+) 1/2(6+) 1	3 8 8	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	Daemonic -1; Fear 7; Magic Resistance 5+; Never Pinned. Choose whether your Warrior attacks Juggernaut or rider.
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 -	Chaos Magic 1; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon; Parry 5+. Guards (Chaos Sorcerer); Magic Armour; Magic Weapon.
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	- Fear B. Daemonic -1; Paralysis; Plague; Slime Trail. Armed with Crossbow (Str 4); Hate Elves; Dodge 6+. Frenzy 4+; Hate Elves.
54	Dragon Ogres	6	4	5+	5	5	40	2	3	870	2	2	3	Ambush, Magic 5+; Dodge 5+; Assassinate 6+; Weeping Blades. Dodge 4+; Hate Elves; Magic Resistance 5+; Magic Armour; Magic Weapon.
55	Beasts of Nurgle	3	3	-	3	5	25	3	1	750	-	2	1D3	-
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	2 2 2	100 140 410	1 - -	1 1 2	2D6 1D6 1D6	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 3 4	30 16 14	3 3 1	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.
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 4 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	1 2 4	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 8 5	8 2 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	Magic Weapon; Parry 5+. Armed with Bow (Str 4); Fear 4.
45	Centaur & Minotaurs & Centaur Champion	8 8	4 4	3+ 4+	4 5	3 3	12 15	3 2 4	2 3	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 4 5	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	5 2	25 20	4 3	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	6 6	2+ 2+	4 5	4 5	10 23	2 4	2 3	140 910	2 3	2 2	1D6+4 1	Magic Armour; Magic Weapon. Frenzy 5+; Weeping Blade.
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	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	Dark Elf Magic 1; Hate Elves; Magic Resistance 6+; Magic Item. Ambush, Magic 5+; Assassinate 6+; Dodge 5+; Weeping Blades. Armed with Crossbow (Str 4); Hate Elves; Dodge 6+. Frenzy 3+; Hate Elves. Skaven Magic 3; Magic Resistance 4+; 3 × 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	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+.
21	Centaur Champions & Chaos Dwarf Lord	8 3	4 7	5+ 1+	5 4	3 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	Fear 9; 2 × Magic Item; Magic Weapon. Fear 6; Magic Weapon.
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	Armed with Bow (Str 7); Fear 8; Magic Armour; Magic Weapon. Armed with Bow (Str 8); Fear 9; Magic Armour; Magic Item; Magic Weapon.
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+.
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	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.
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	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.

• 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	5	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).
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 & 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	Lamasu & 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	1 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	1 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.
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.
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.
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	1	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	Giants	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	2+	5	5	32	5	4	2320	3	3/4(5+)	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	2	5+	3	5	2	1	80	-	1	12	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.
46	Chaos Dwarf Sorcerer Lord & Chaos Dwarf Blunderbuss & Bull Centaur Heroes	3	4	4+	3	4	8	2	1	140	1	1	6	Fear 9; 2 x Magic Item; Magic Weapon. Fear 6; Magic Weapon. Magic Armour; Magic Weapon.
51	Minotaur Hero & Minotaur Champions & Chaos Champions	6	6	2+	5	5	48	5	4	2400	2	3/4(5+)	1	
		6	5	3+	5	4	34	4	3	1100	1	3	1D3	
		4	7	A	5	4	15	7	3	910	2	1	1D6	



• 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 1+	4+ 4+ 1+ 1+	4 3 5 5	4 5 5 4	26 8 27 33 42	4 2 4 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 3	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 5+ 6+ 3 3 4	A 2+ 5+ 6+ - - 1+	5 7 3 3 4 7	4 6 3 3 5 6	39 30 5 15 40 45 42	6 8 2 1 2 3 9	5 3 1 2 2 3 5	4100 2000 80 110 450 1000 3750	4 3 - 1 - 2 4	3 2/3(S+) 1 1 2 2 3 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 Count & Skeletons & Tomb Guardians & Mummies & Mummy Tomb King	6 3 3 6	7 3 4 6	2+ - - 1+	7 4 5 7	6 5 4 6	30 40 45 74	8 3 4 8	3 2 3 7	2000 450 1000 4500	3 - 2 6	3 2 3 6	1 6 1 1	Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6). 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 Slaanesh; 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 - - -	5 4 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	1 1 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 6 4	8 7 3	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	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.
	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.
31	Necromancer Lord & Master Necromancer & Liche &	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.
	Skeletons & Wights & Wrathls	4	2	5+	3	3	5	2	1	80	-	1	12	Regenerate 2. 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 & Skaven Warfire Thrower Teams & Skaven Plague Priests & Skaven Assassins & Skaven Plague Lord & Skaven Deathmaster Assassin	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. Armed with Warfire 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 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.
33	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.
34	Skaven Grey Seers & Skaven Plague Priests & Skaven Warfire Thrower Teams & Skaven Assassins & Rat Ogres & Skaven Stormvermin	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. Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade. Armed with Warfire Throwers. Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade. Fear 5.
35	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.
36	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 Hydra	6	6	-	7	7	50	4	4	2000	-	4	1	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.
43	Giant & Hippogriff	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. 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. 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 &	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+.
	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	4	Fear 7; Guards (Necromancer Champion); Tomb Rot (1D3).
	Wraiths	4	3	-	3	4	30	3	2	750	-	5	3	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 x 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 & Hippogriff & Chaos Lord	6	5	-	6	5	52	7	4	1500	-	4	1	Fly; Terror 10.
		8	5	-	6	5	55	6	3	1450	-	3/4(5+)	1	Fly; Terror 10.
		4	9	A	5	5	35	9	5	3050	6	4	1	Magic Armour; 3 x 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 x Magic Item; Magic Weapon.
	Skaven Warfire Thrower Teams & Skaven Deathmaster Assassins &	4	3	5+	3	3	3	4	1	700	1	5	3	Armed with Warfire Throwers; Guards (Grey Seer).
		6	8	1+	4	4	32	10	5	2300	-	4	3	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 x Magic Item; Magic Weapon; Never Pinned; Terror 10; Weeping Blade.
41	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.
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 & Manticore	8	5	-	6	5	55	6	3	1450	-	3/4(5+)	1	Fly; Terror 10.
		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 & 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 (Str 7); 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.
51	Wights & Wraths & Wight Lords Dragon	4 4 4 4	3 3 4 4	- - - -	3 3 4 4	4 4 4 6	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	Fear 7; Guards (Liche). Chill 2; Ethereal -1; Terror 8. Fear 8; Magic Armour; Magic Weapon. 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													