



Beasts of the East

This chapter describes the rules for including all the wild animals, carnivorous plants and horrifying monsters that a warband is likely to encounter when travelling from the Cathayan borderlands to the Northern Wastes and back. These creatures' profiles and descriptions are used when a player's roll on the Random Happenings list results in an Encounter or when monsters appear in a certain scenario.

positioning

Non-player models must be placed within 6" of a randomly determined board edge and they will remain within 2" of another member of their group (if any) at all times. They must be placed (and will remain, unless their description indicates otherwise) at ground level in the open. If a certain player caused the models to appear (e.g. by rolling a random encounter) he places them, but note that they cannot initially be placed within 12" of any warband models.

alignment

Not all creatures and warriors the warbands possibly come across are necessarily hostile – even though most are! Some might even join one side for the remainder of the battle.

Unless specified differently (e.g. in the scenario description where a certain alignment might be specified) roll on the following table to determine the models' alignment. For a group of non-player models roll once only.



D6 Result

- 1 Passive:** The model remains stationary until it is attacked and hit by any warband. From then on it is hostile.
- 2-5 Hostile:** The model is hostile and moves as described under "monster turn" below.
- 6 Allies:** If the model is of the same race as a member of one of the warbands (including Hired Swords) it will serve them for the duration of this battle. e.g. Gors may be allied with a Beastmen warband. If the model could join more than one warband, determine which it joins at random. Otherwise it is hostile.

monster turn

All non-warband creatures have a turn of their own. This includes all models that are not under the control of any player. Unless there has already been a separate monster turn installed, the monster turn is right before the next turn of the current player in whose turn the non-player models appeared (i.e. after all players got one more turn). If the monsters are part of the scenario rules, then the monster turn is after the last player's turn. Note that the monster do not form a warband of their own and do not have to make Rout or All alone tests.

MOVEMENT

Non-player models will always travel as quickly as possible (without running) towards the nearest visible warband model and charge them when possible. Note that charging models will engage as many warband members as they can reach, ganging up if some of them can't reach different models. However, they will never climb the sides of a building to get to a warband member.

If no warband models are visible then the non-player model will make its approach towards the nearest other non-player model as quickly as possible. If no models are visible the non-player model moves in a direction determined by a roll on the scatter dice.

CLOSE COMBAT

The non-player models will divide their attacks evenly among all enemies in base contact. Randomize targets when necessary.



allied non-player models

After a battle in which a non-player model allied with a warband, that warband's leader can take a Leadership test to see if the non-player model can be convinced to join the warband. If he passes the test the model joins the warband.

If a group of non-player models allied with the warband, the warband leader has to pass a Leadership test for each of the models.

If the non-player model is of the same type as a Henchman type of that warband, it forms a new Henchman group consisting of that one model with the weapons and armour described in the Bestiary and 0 Experience. If multiple non-player models of the same type join the warband at the same time they form one Henchman group. The warband must still follow the maximum number of warriors and the new warrior may not cause the warband to exceed that number.

If the non-player model is of the same type as a Hired Sword, the warband may add the model as a Hired Sword for no hiring fee. Note that the maximum number of one Hired Sword of each type still applies.

If the non-player model does not match the criteria for either a Henchman or a Hired Sword, then it joins the warband as an Ally.

Animals which 'May be Allied' with a warband don't need to be subject to Leadership tests after battles. They are simply added to the warband's roster. The same goes for the Hydra with the Dark Elf Beastmaster or when a Chaos Dwarf, Dark Elf or Marauder Hero has the *Beastmaster* skill.

recruiting allies

This section introduces Allies – wanderers or monsters – to Mordheim campaign games.

Allies don't belong to the warband they fight with. This means they do not count towards the maximum number of warriors or Heroes in the warband and don't affect your income from selling treasures or wyrdstone shards. A player cannot buy extra weapons or equipment for Allies, and he cannot sell Allies weapons or equipment. You may not use the Leadership of any of the Allies for Rout tests.

An ally increases the warband's rating by +25 points. Allies never gain experience.

Allies who are *out of action* at the end of a battle are removed permanently from the roster sheet on a D6 roll of 1-2. On a roll of 3-6 they can fight on the next battle if they can be convinced to remain with the warband.

After a battle in which an Ally fought with a warband, that warband's leader may take a Leadership test to see if the Ally can be convinced to remain with the warband. If he passes the test the model remains with the warband for the next battle. If he passes the test with a score of 2 the Ally makes a pact with the warband. The model remains with the warband until death! No further tests are required.

Daemons

All creatures from the Bestiary with the *Daemonic* special rule are subject to the following rules:

SPECIAL RULES

Immune to poison: Daemons are *immune to all poisons*.

Immune to psychology: Daemons are *immune to psychology*. They automatically pass any Leadership tests they are required to take.

Cause fear: Daemons are monstrous creatures that cause *fear*.

Daemonic aura: Daemons have natural armour saves of 5+. This save is negated by magic weapons and spells. Daemons' attacks are considered as magical.

gigantic monsters

The biggest and most dangerous monsters in the Bestiary have the *Gigantic Monster* special rule. These monsters are subject to the following special rules:

Huge Beast: This monster is amongst the largest creatures in the world. Any model may shoot at it with a +2 'to hit' bonus, even if it is not the closest target.

Skull of Iron: This creature's head is much too thick for normal blows to penetrate. Therefore it treats a *stunned* result as *knocked down* instead.

Staggered, but not down: Mighty blows will rock the monster, but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the monster receives will instead cause it to lose 1 Attack until it recovers (during the Recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.

+1 For Wounding: Irrespective of the scenario conditions, any Hero or Henchman earns +1 Experience for each wound he inflicts on the monster.



Bestiary



bear

Seen by Kislevites as the very epitome of the noble savage, it is a great status symbol for a lord to mount such a beast, even if those half-tame specimens are as dangerous to the keeper and his troops as they are to their foes. A hefty sum of gold crowns is invested on attaining and nurturing a suitable cub. Such is the value of a prize specimen.

Ice bears hunt reindeer, ice elk and any livestock that crosses its path. It is not above attacking solitary humans or even small groups if hungry. By contrast there are fanciful tales told in taverns of shaggy behemoths which came to the aid of a stranded adventurer, or defended warriors from the onslaught of beastmen raiders.

Bears that wander south from the Chaos Wastes are the most dangerous of all! In extreme cases there is little difference between a bear and chaos spawn.

May be Allied: Marauders, Norse and Mercenary warbands may ally with Bears. One of the Heroes must have the *Bear Handler* skill

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	5	5	2	2	2	6

Weapons/Armour: Bears fight with claws and teeth.

SPECIAL RULES

Animal: Bears of all sizes are counted as animals.

Fear: A charging bear is a very scary sight indeed! A bear causes *fear*.

Woodland Dwelling: Bears are creatures of the deep, dark forests. They suffer no movement penalties for moving through wooded areas.

Don't come too far south, not normally. Saw one outside Ostermark a couple o' years ago, durin' that big freeze. Twice the size of a brown 'un, teeth as long as ye arm. All ye could see o' it when it weren't movin' was nothin' except two pitch black eyesockets. Killed three o' us 'fore we knew it were there 'un its hide tough as chainmail. Lost two more men tryin' to kill it 'un that were a shame, cos it seemed no way me 'un Heinrich coulda carried the buggers body back to Hocksenheim. Herr Dalton an' I got a pretty pfennig for its hide though.

— ENDELHORN MORGAN,
HOCHLAND POACHER



bestigor

Bestigors are the best warriors among the Gors. They often form a bodyguard for the tribe's chieftain..

May be Allied: Beastmen, Marauders, Norse and Possessed may ally with Bestigors.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	3	4	4	1	3	1	7

Weapons/Armour: Roll a D6: 1-2 Sword and dagger; 3-5 Halberd, dagger and light armour; 6 Double-handed axe and heavy armour.



bloodletter

Born of pure malice with one simple agenda be they friend or foe. Strong, skilled with a blade and a berserker like rage, they exist only to kill and they shall keep killing. These are the lesser daemons of the Skull King.

Bloodletters are bestial fiends whose only desire is to shed blood on the battlefield in the name of their raging patron Arkhar.

May be Allied: Warband leaders with the Mark of Arkhar may ally with Bloodletters

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	5	0	5	3	1	4	1	8

Weapons/Armour: Bloodletters fight with a massive double-handed sword.

SPECIAL RULES

Daemonic: Bloodletters follow the special rules for *Daemons* as described above.

Magical Resistance: Bloodletters ignore magical effects (spells, magic weapons, etc. – no other *Daemons'* attacks, though!) on a roll of 4+.

Frenzy: Bloodletters are subject to *frenzy*.



carnivorous plant

Like all the wild places in the Old World, Cathay and the surrounding lands has enough dangerous creatures to kill a cautious man fifteen times, but it also has enough plant-life to kill that man a further twenty times. Old soldiers who pride themselves in surviving the wilds at home and spotting even the most dangerous of plants in a second all too often fail to see some of the east's dangers. Though there are many such plants, two are the most common.

The Blow Singer is harmless looking enough and very, very pretty, but what makes it dangerous is when the wind blows. The air shifts the petals on the breeze and that makes a sweet singing noise. Those who have heard it say that it is as if Shallya herself is singing a hymn to beauty and the effects are lulling enough to cause a stupor in many a person. The real danger is for those who come too close, for the plant feels the shift in the wind, as the observer blocks the air current, stopping the singing. At that moment, a fine dust is blown from out of the flower on to the victim. The dust can be wiped off, but even the slightest contact with bare skin causes the lethal effect, for the dust is the seed of the flower, which buries itself under the skin of the victim. As they travel on, their skin becomes itchy after a couple of days and they start to become numb and slowly settle into a mental stupor. After five days, they start to become very sleepy, until they settle to the ground. From under the skin, buds and growths burst and the victim takes root, their flesh slowly being digested away, leaving only a newly growing Blow Singer. Inside of a week from initial contact, a victim has become another plant, ready to continue the cycle. The only cure is for the skin to be immediately washed in water, and then rubbed with vinegar until red and raw. This does hurt, but the victim is almost guaranteed to live.

The second such plant is the Bone Cruncher. It's a bush with sweet blue berries that taste foul if eaten. The berries are also toxic and kill within seconds, leaving a body within inches of the bush. Vines and tendrils creep out of the bush and drag the body into it, where the toxins from the berry go to work dissolving the skeleton of the victim. These seep from the body and feed the bush over the course of a month, leaving the entangled, de-boned corpse on the vines to be picked away at by the birds and vermin.

May be Allied: None as they're rooted to the ground!

Profile	M	WS	BS	S	T	W	I	A	Ld
	-	2	-	2	1	2	1	3	-

Weapons/Armour: Animated branches.

SPECIAL RULES

Immune to Psychology: The Carnivorous Plant is immune to psychology and automatically passes all Leadership based tests.

If you are not already using the optional rules for escaping from combat, we suggest that you at least allow them for warriors engaged in close combat with carnivorous plants and man-eating trees. Since they cannot move due to their rootage its only logical to assume that a warrior will step back when the situation becomes too dangerous for him.

champion of chaos

Once a gifted chieftain has proven worthy of his god's attention he will continue to be rewarded by his patron for as long as he is victorious on the battlefield. After devoting years of service only the greatest warriors are elevated to the position of champion. This is only the beginning of the long path towards daemonhood. One Champion is more than equal to a company of the finest trained swordsmen.

May be Allied: The Scion of Chaos may ally with Chaos Champions.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	7	3	5	4	2	6	4	8

Weapons/Armour: The champion carries a great axe (see Marauders of Chaos warband special equipment). He wears a helmet and Chaos armour.

Skills: *Step Aside, Mighty Blow, Resilient* and *Sweeping Blow*.

SPECIAL RULES

Mark of Chaos: Determine the Champion's Mark at random rolling a D6: 1-2 Mark of Chaos Undivided, 3 Mark of Tchar, 4 Mark of Arkhar, 5 Mark of Onogal, 6 Mark of Shornaal. See the Marauders of Chaos warband list for the effect of the leader's mark.

Chaos Dragon

These monsters of Cathay are far more serpentine than their lumbering old counterparts. Their scales shimmer madly in ways to entice opponents down damned paths and behind this façade of glamour lays horrible truths.

Once the proud and noble rulers of the skies, now split, shredded and sundered from others of their kind by the forces of change. Terrible two-headed Dragons feel the call of the gods as much as all other creatures of Chaos, and some have been known to join the armies of the north as they march to war.

May be Allied: None may ally with Chaos Dragons.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	6	0	6	6	6	3	6	8

Weapons/Armour: Two heads with teeth and claws

SPECIAL RULES

Fear: Chaos Dragons are amongst the most monstrous Chaos beasts and therefore cause *fear*.

Scaly skin: The tough scales of the Chaos Dragons give them a 3+ armour save.

Fly: Chaos Dragons triple their Movement when running and ignore terrain when moving.

Breath Weapons: Chaos Dragons have two different breath weapons: one head breathes fire (Strength 4) and the other corrosive gas (Strength 2, save modifier -3). The dragon always uses both attacks each turn (use the Small Flame Template from the Mordheim Annual 2002, p. 34).

Gigantic Monster: A Chaos Dragon is a *Gigantic Monster*.

chaos marauder

Savages of the northern wastes live a brutal existence among warring tribes. Devout worshippers of one or all of the dark gods Marauders are wild uncivilized barbarians. They raid bordering countries seeking glory for the ruinous powers, sacrifices, riches and a way to advance in power.

May be Allied: Marauders, Norse, Carnival of Chaos and Possessed warbands may ally with Chaos Marauders.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	4	1	7

Weapons/Armour: Chaos Marauders fight with an axe and a shield.



chaos ogre

Tainted with an extra limb, growth defect or perhaps a second head by the warping influence of Chaos, these brutish mutants are wilder than their southern counterparts. They live for war and bloodshed so they join any chaotic warband willingly.

May be Allied: Maneaters, Chaos Dwarfs, Marauders, Norse, Carnival of Chaos and Possessed warbands may ally with Chaos Ogres.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	2	4	4	3	2	4	7

Weapons/Armour: Chaos Ogres fight with a sword and a club and wear light armour.

SPECIAL RULES

Fear: Chaos Ogres are large, threatening creatures that cause fear.

Large Target: Chaos Ogres are Large Targets as defined in the shooting rules.

chaos troll

Warriors know them by their smell. Possibly the dumbest sentient beings in all of the Chaos wastes, these the strongest breed among troll kind combine the very worst physical aspects – uncontrolled mutation, rancid stench, near mindless intelligence and a wanton ability to destroy.

Trolls care nothing for the goals of chaos, nor do they understand the worth of gold. A troll's upkeep represses the copious amounts of food that must

be fed to the Troll in order to keep him loyal to a warband. If its hunger cannot be sated a Chaos Troll wanders off in search of food.

May be Allied: Maneaters, Chaos Dwarfs, Dark Elves, Marauders, Norse, Carnival of Chaos and Possessed warbands may ally with Chaos Trolls.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	1	5	4	3	1	3	4

Weapons/Armour: Chaos Trolls do not require weapons to fight but usually carry a big club.

SPECIAL RULES

Fear: Chaos Trolls are frightening monsters which cause fear.

Stupidity: A Chaos Troll is subject to the rules for stupidity.

Regeneration: Chaos Trolls have unique physiology that allows them to regenerate wounds. Whenever an enemy successfully inflicts a wound on a Chaos Troll roll a D6, on a result of 4 or more the wound is ignored and the Chaos Troll is unhurt. Chaos Trolls may not regenerate wounds caused by fire or fire-based magic.

Vomit Attack: Instead of his normal attacks, a Chaos Troll can regurgitate its highly corrosive digestive juices on an unfortunate hand-to-hand combat opponent. This is a single attack that automatically hits with a Strength of 5 and ignores armour saves.

Large Target: Chaos Trolls are Large Targets as defined in the shooting rules.

daemon prince

Fearsome creatures of natures foul beyond reckoning. Some were once mortal men who became corrupted and trod the longest path to reach power eternal. Mightier than any lesser daemons their will allows them to command and barely beneath those whom they worship. Those who face these beasts face certain death.

May be Allied: The Scion of Chaos may ally with a Daemon Prince but for every battle he fights the warband must forfeit -D3 campaign points.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	8	0	5	5	4	7	5	8

Weapons/Armour: Two huge battle axes.

SPECIAL RULES

Daemonic: Daemon Princes follow the special rules for Daemons as described above.

Large Target: Daemon Princes are Large Targets as defined in the shooting rules.

Fly: Daemon Princes triple their Movement when running and ignore terrain when moving.

Mark of Chaos: Determine the Prince's Mark at random rolling a D6: 1 Mark of Tchar, 2-3 Mark of Arkhar, 4 Mark of Onogal, 5-6 Mark of Shornaal.

Daemonette

These servants are lithe beasts possessing a beauty most unnatural and barbaric. Scented in a musk that invites ecstasy and lust, they bring only sadism and death to those who seek their embrace. And there are many who pledge fealty to Shornaal.

May be Allied: Warband leaders with the Mark of Shornaal may ally with Daemonettes.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	0	4	3	1	5	2	8

Weapons/Armour: None.

SPECIAL RULES

Daemonic: Daemonettes follow the special rules for *Daemons* as described above.

Aura of Slaanesh: Daemonettes are surrounded by a near-tangible aura of seduction and acquiescence, distracting their foes. Any close combat opponent reduces his Ld by -1 (to a minimum of 2).

Dragon ogre

Rarely stirred from endless slumber is a beast that walks the earth upon the body of a dragon that is fused to an ogre-sized torso. Whatever force altered these monsters there is no denying their intelligence and power. Dragon Ogres hold no formal allegiances to anyone. Instead they choose to live a long life dedicated to serving the few whose goals suit them.

May be Allied: The Scion of Chaos may ally with Dragon Ogres on the condition that the warband leader bears a Mark of the Dark Gods.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	4	2	5	4	4	2	3	8

Weapons/Armour: Double-handed axe.

SPECIAL RULES

Fear: Dragon Ogres are large, threatening creatures that cause *fear*.

Large Target: Dragon Ogres are Large Targets as defined in the shooting rules.

Scaly skin: Because of his scales a Dragon Ogre has a natural save of 5+.

Storm rage: Dragon Ogres are immune to all attacks and spells that are based on lightning (e.g. *Chotec's Wrath* from the Lizardman magic) and become subject to *frenzy* when hit by such attacks.

giant

Once, long ago, they lived above the clouds, but now wander the earth as drunken brutes. Even to Cathay giants travel from their mountain homes. Giants are a less than welcome presence. They always leave a long trail of accidental destruction in their wake.

May be Allied: Orcs & Goblins, Beastmen and warbands with the Lure of Fortune may ally with Giants.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	3	7	6	6	3	special	6

Weapons/Armour: Trees, stones and similar huge makeshift weapons that count as a club.

SPECIAL RULES

Fear: Giants are threatening creatures that cause *fear*.

Attacks: Roll a D6 to determine which attack he uses: 1-2 Grabit!, 3-6 Tree strike.

Grab-it: The Giant reaches for the nearest model. Unless the model passes an Initiative test, the giant bites off the poor victim's head. Remove the warrior from the warbands roster.

Tree Strike: The Giant drags a tree from the earth. He uses it to launch a single attack that causes D6 Wounds if it hits.

Gigantic Monster: A Giant is a *Gigantic Monster*.



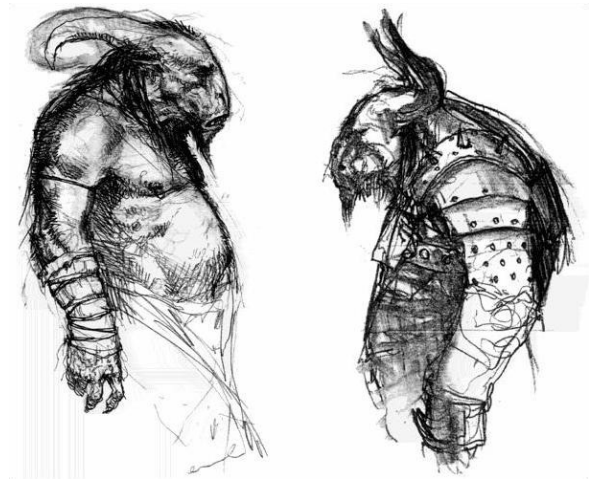
goblin

Often found lurking in canyons, chasms and grottos, goblins are the most ubiquitous of all greenskins. Badly equipped, they are usually used as walking shields to ward the orcs against a shooting enemy.

May be Allied: Chaos Dwarfs and Orc & Goblin warbands may ally with Goblins.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	3	3	1	3	1	5

Weapons/Armour: Spear and shield.



gor

The most common type of beastman and recognisable by possessing large horns, this mixture of man and beast worships only those who have power. Too often beastmen occupy forests that lie deep in the heart of the most blessed regions.

May be Allied: Beastmen, Marauders, Norse and Possessed may ally with Gors.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	3	3	4	1	3	1	6

Weapons/Armour: Axe and shield.

guard

Being tasked to stand watch over a person, item or location is a thankless job. More often than not, these mundane missions are granted to the lowest ranks. To get a measure of the importance or power of that which is kept in custody is to see how important or powerful the guard is!

Guards are working on a variety of duties in the borderlands. They protect the increasing number of trade caravans that travel the Silk Road or serve as city guards in the border towns.

May be Allied: The Celestial Protectorate and Merchant Caravans may ally with Guards.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	3	1	7

Weapons/Armour: Katana, helmet and heavy armour.

horror

The lowliest daemonic minion of Tchar, is yet the most apt to describe the Changer's abilities. For what a horror seems to be one second can be consumed and altered without a conscious aim or whim from the creature itself. Horrors are madness personified.

May be Allied: Warband leaders with the Mark of Tchar may ally with Horrors.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	0	3	3	1	3	1	8

Weapons/Armour: None.

SPECIAL RULES

Daemonic: Horrors follow the special rules for *Daemons* as described above.

Fire of Tzeentch: Horrors can unleash the magical power of their creator. Roll 2D6 in their shooting phase: on a result of 6+ the nearest model within 12" is hit with a Strength of 1. If the Horror is engaged in close combat the Fire targets one random opponent in base contact.



Hydra

Possessing multiple serpentine heads, legends told in coach houses across the land tell that for every one head that is cut off, seven replace it! Massive and voracious, the hydra serves none save a few with the mastery who have learned to tame them utterly.

May be Allied: Chaos Dwarfs, Dark Elves and Marauders may ally with Hydras. One of the Heroes must have the *Beastmaster* skill.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	5	6	5	3	5*	6

Weapons/Armour: Many heads, many sharp teeth!

SPECIAL RULES

Fear: Hydras are terrifying monsters that cause *fear*.

Loss of Heads: The number of the Hydra's attacks equals its remaining wounds.

Regeneration: Hydras have the ability to re-grow their cut-off heads. Whenever an enemy successfully inflicts a wound on a Hydra roll a D6, on a result of 4 or more the wound is ignored and the Hydra is unhurt.

Gigantic Monster: A Hydra is a *Gigantic Monster*.

man-eating oak

Mutated flowers and plants become more common the further warriors venture north. Long thought to be a myth or joke, the unwary often fall prey to this monster. More than one unsuspecting soul has climbed its branches, right into its very maw not even knowing until it was too late.

May be Allied: None as they're rooted to the ground!

Profile	M	WS	BS	S	T	W	I	A	Ld
	-	3	-	4	5	4	2	4	-

Weapons/Armour: Animated branches.

SPECIAL RULES

Immune to Psychology: The Man-eating Oak is immune to psychology and automatically passes all Leadership based tests.

monkey warrior

Whether they group together for similar reasons as more common beast herds, these monkey-men do seem more benevolent than their Old World counterparts, depicted more as tricksters and comen than blood-thirsty marauders. The forest denizens are able to fight using all four limbs, meaning these ape warriors have an unusual style of fighting. As dextrous as they are deadly, more movement is involved, using and interacting with the surrounding environment for any advantage it offers. It is a style that has been copied by Dragon monks, making for a more agile blend of blows from fists and feet.

If reported sightings of green apes in these parts are anything to go by then the creatures prefer to live in tight packs high up in the bamboo canopies. These lie

predominantly in the southern region, with patches across the centre of Cathay leading sparsely up to more northerly aspects. Whether the forests provide better protection or they congregate here because it is in their nature, rumours suggest that (opposed to normal) these could be monkeys that are mutating into men!

May be Allied: The Silent Threat may ally with Monkey Warriors.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	3	3	1	5	2	7

Weapons/Armour: Monkey Warriors are fighting unarmed or with makeshift weapons such as branches or stones and suffer no penalties when doing so.

SPECIAL RULES

Lightning speed: The monkey warrior triples his Movement whilst running or charging and may run even when there are enemy models within 8".

Scale Sheer Surfaces: Monkey warriors can climb up or down a height equal to twice their Movement, and do not need to make Initiative tests when doing so.

"Some sorta Beastmen, was told they live in the south, but one time I seen 'em I was helping escort a caravan to Shangalang, or whatever that place was called. Passed through this forest of stuff, Cathayan folk call it boobam or somethin', and we could see 'em hopping from tree to tree, pointin' down at us and talkin' that foreign gibber. I tells you, I ain't never been so pleased to see daylight than I was when we left that forest."

— ALBIOUS WAXFORTH, BODYGUARD

ogre

Governed by only two ideals – how much they can eat and how soon, an Ogre is as dangerous a friend as they are an enemy. They march with a banner when they are paid to march under it and if they can eat a few of the enemy afterwards, the better the march.

May be Allied: The Lure of Fortune and Maneaters may ally with Ogres.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ogre	6	3	2	4	4	3	2	3	7

Weapons/Armour: Ogre club (see Maneaters warband special equipment) and light armour.

SPECIAL RULES

Fear: Ogres are large, threatening creatures that cause *fear*. See the Psychology section for details.

Large Target: Ogres are Large Targets as defined in the shooting rules.

orc

Surly thugs of low intelligence and relentless cunning, they rampage wherever the urge takes them, or their warboss points. Larger and stronger than a man, the orc believes in might making right and the mightier you are, the righter you become.

May be Allied: Chaos Dwarfs and Orc & Goblin warbands may ally with Orcs.

Profile	M	WS	BS	S	T	W	I	A	Ld
Orc	4	3	3	3	4	1	2	1	7

Weapons/Armour: Axe, shield and light armour.

plaguebearer

Filthy, blight-ridden bodies of pus and mucus exist only to spread the plague fuelled blessing of Onogal. Even to breathe the same air as one disease infested daemon is to invite the most sickening malady.

May be Allied: Warband leaders with the Mark of Onogal and Carnival of Chaos warbands may ally with Plaguebearers.

Profile	M	WS	BS	S	T	W	I	A	Ld
Plaguebearer	4	4	0	4	4	1	4	2	10

Weapons/Armour: None.

SPECIAL RULES

Daemonic: Plaguebearers follow the special rules for *Daemons* as described above.

Cloud of Flies: A Plaguebearer's close combat opponent suffers a -1 'to hit' modifier caused by flies that buzz into mouth, eyes and nostrils.

terracotta soldier

A legend in Cathay says that a Dragon Emperor pleaded with the God of Conflicts, for an unstoppable army to beat the hobgoblins to the north. Knowing that the strength of Cathay alone would be enough to best any foe, the god dug a wide trench and used all the earth and clay he removed to construct an army numbering one thousand for the Dragon Emperor. The Dragon Emperor was most pleased and set this army on the Hobgoblins and was even more pleased when they utterly crushed them.

With the hobgoblins gone, the army stopped moving and nothing could be done to make them move again. The Dragon Emperor was disappointed by this and demanded that life be returned to the terracotta soldiers. The God of Conflicts was outraged, so he ordered the soldiers to tear the Dragon Emperor limb from limb and bear away pieces of the corpse, each going forth to find a quiet place to rest. From then on they would protect the body of the Dragon Emperor and only have life once again to face a threat with the might to crush Grand Cathay.

Stories of farmers digging up soldiers of red clay are abound to this day, usually followed by tales of

fleeing peasants as the construct fights to protect the decayed body part it keeps vigil over. Quiet speculators insist that small groups of clay golems have recently been seen wandering north, and these recent rumours have been growing stronger...

May be Allied: The Damned Shall Burn and Battle Monks of Cathay may ally with Terracotta Soldiers.

Profile	M	WS	BS	S	T	W	I	A	Ld
Terracotta Soldier	4	4	0	4	4	2	3	1	10

Weapons/Armour: Sword and shield.

SPECIAL RULES

Immune to Psychology: Terracotta soldiers are not affected by psychology and never leave combat. They automatically pass any Leadership-based test they are required to take.

Immune to poison: Terracotta soldiers are not affected by poison.

No Pain: Terracotta soldiers treat *stunned* results on the injury chart as *knocked down*.

May not Run: Terracotta soldiers are slow animated creatures and may not run or double their movement whilst charging.

Stone Skin: Because of their stone-like skin, Terracotta soldiers have an Armour save of 5+ that is not modified by the strength of attacks against it (or by other save modifiers).

Weakness: After each turn of close combat with a Terracotta soldier a Hero capable of earning experience may take a Leadership test if he wounded the soldier this turn in the hand-to-hand combat step. If he passes the test, he found a fissure or similar weakness in the clayey surface of the Terracotta soldier. Roll on the injury table for the soldier immediately.

"Bah! Peasant's lies I say. Pay them as much heed as cattle dung."

—KAI FONG YUNG, CATHAYAN BUREAUCRAT



ungor

Ungors are the most numerous of the Beastmen. They are cowardly, spiteful creatures, which will only fight if willed by a stronger beast. They scavenge if their group has sufficient numbers.

May be Allied: Beastmen, Marauders, Norse and Possessed may ally with Ungors.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	3	3	1	3	1	6

Weapons/Armour: Spear and shield.



warrior of chaos

The warrior elite among worshippers of the darkness that is rising, to face them you know you face one who fell too far under the spell of ambition and power, be it a supreme swordsman, a battle mage, a murderous sensualist or a herald to morbidity.

May be Allied: Marauders, Norse, Carnival of Chaos and Possessed warbands may ally with Warriors of Chaos.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	5	3	4	4	1	5	2	8

Weapons/Armour: The warrior carries a sword and a shield. He wears a helmet and Chaos armour.

wild boar

Whole herds of wild boar run wild in the less civilised parts of Cathay and a fine meal for the peasants can be had if one of these vicious beasts is brought down. They are as volatile as any that are ridden by Orcs and most likely are descended from such stock – accounting for how there are many places the greenskins have attempted to raid through the years.

Any folk hunting them need recognise that wild boars are not going to fall for basic animal traps. Most peasants have not the wit to hunt boar for food. Whole villages have participated in boar hunts, often to bring down just one or two boars. Soldiers are cautious when hunting, for to lose one's life in the service of the Emperor is the highest calling, to lose it in search of one's dinner is the ultimate disgrace!

May be Allied: Maneaters and Orc warbands may ally with Wild Boars. One of the Heroes must have the Boar Handler skill.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	3	0	3	4	1	3	1	3

Weapons/Armour: None.

SPECIAL RULES

Animal: Wild Boar count as animals.

Ferocious Charge: Wild Boars attack with +1 Strength when charging, due to their bulk.

Thick Skin: Their thick skin and matted fur makes them hard to wound. Wild Boars have an armour save of 6+.

Cathayan pork yer say? Taste reminds me of my third wife Ulrica. Miserable sow she was! Well I swear I had a few salted loins out in the ice-box. Young Egbert, where is that darn lay about? Get out back at once boy and fetch me what's left of that foreign bacon from the cold store. Bah that boy is half as useless as his mother, that's my second wife Sonja, and twice as ugly.

–ADOLF VON WANKLIN, ENTREPRENEUR

ymir

The biggest of these dung-eaters are known to reach 9 foot. Averaging 7 feet in height, the albino Ymir is an agile beastman that lacks in cunning. Vacant in expression and voracious if challenged, these beasts have been mistaken for trolls by more than one Imperial scholar. Atypical of their kind these snow beasts never hunt in herds. They are broadly built possessing powerful arms tipped with razor sharp claws and are clothed only in a thick sbag of urine-stained white fur that has been knotted with the remains of last nights dinner. There is no consistent pattern of horns or other unusual physical growths although mutations are common enough among their kind.

May be Allied: Ymir may ally with Beastmen, Norse or Marauders of Chaos. Except for a Beastmen warband, one of the heroes must have the *Beastmaster* skill.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	1	4	4	1	3	2	4

Weapons/Armour: Ymir attack prey with great sharp claws.

SPECIAL RULES

Animal: Ymir should be treated as animals in all instances.

Expert Climber: An infant snow beast adapts to its environment or perishes trying. Ymir whelps quickly learn to defeat all forms of mountain obstacles. Ymir have the *Scale Sheer Surfaces* skill.

Frightening: Ymir are threatening creatures, unpleasant enough in appearance to cause *fear*. See the Psychology rules for details.

Keen Senses: The snow beasts have acute senses unmatched by other bestial predators. The Ymir spots hidden enemies from two times as far away as other warriors (ie, twice his Initiative value in inches).

Rover: Ymir are at one with nature in perilous temperatures of the snow-covered wilderness. Any penalties applied for difficult terrain and harsh weather conditions are ignored by Ymir.

Thick Fur: Deep matted fur makes it hard to wound Ymir. They have an armour save of 5+.