

STORM OF MAGIC: BESTIARY

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POSITIONING

Non-player models must be placed within 6" of a randomly determined board corner 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.

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, roll 1D6: on a roll of 1-3, the Monster's turn is immediately before the current player's turn. On a roll of 4-6, the monster's turn is immediately AFTER the current 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 nonplayer model will make its approach towards the nearest other non-player model as quickly as possible. If no models are visible the nonplayer 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.

DETERMINING MONSTERS

When determining which monster appears, there are four separate charts, divided up by strength. When rolling for monsters that appears as a result of Random Events, roll on the "Call of the Wild" chart.

CALL OF THE WILD CHART	
<i>1D6</i>	<i>Result</i>
1-2	Lower Monster Chart
3-5	Moderate Monster Chart
6-8	Large Monster Chart
9+	Enormous Monster

When rolling on the Call of the Wild Chart:

- For each warband with a rating between 150-299, add +1 to the result.
- For each warband with a rating 300+, add +2 to the result.

Ex. Three players with ratings of 120, 134, and 154 play. Because one of the players has a rating between 150 and 299, they add a total of +1.

Ex2. Four players with ratings 160, 220, 305, and 350 play a game. They add +1 for each player with a rating between 150 and 299 (so, +2), and +2 for each player with a rating between 300 and 350 (so, +4). They add a total of +6.

SPECIALITY

Monsters are described in two different ways: as broad types, and Specialties. Specialties are completely optional, although they are highly recommended as they add a specific flavor to an otherwise generic creature. As for which Specialty is chosen, you may amongst your group whether it is chosen by the player that triggered it, determined by which models you have in your possession, or completely randomly. The only restriction is that if you CHOOSE the Specialty, you cannot pick the same Specialty of Monster two games in a row- you must either pick a different monster in the next game, or go a game without picking that monster.

LOWER MONSTERS	
Roll 1D6	Result
1	<i>Roll again on the Table. The maximum number of animals for that type appears.</i>
2	1D3+3 Small Animals
3	1D6 Strong Animals
4	1D6 Lesser Spirits
5	<i>You may pick which result 2-4 that you prefer.</i>
6	<i>The opponent of your choice may pick whichever result he prefers.</i>

1D3+3 SMALL ANIMALS

	M	WS	BS	S	T	W	I	A	LD
Small Animal	6	2	-	3	3	1	4	1	4

Small Animal Special Rules:

Animal: Cannot gain experience. No penalty for attacking without weapons. Cannot climb, open doors, or carry items unless stated otherwise.

Highly Insignificant: These animals count as half a model for both rout tests AND for the limit of models you may have in your warband. (Ex. A warband with a max of 15 warriors may have 12 normal warriors and 6 Highly Insignificant models, as they each count as 1/2 a model.)

Pack Mind – when an opponent successfully casts a Binding Spell against one of the above animals, all animals in the same group that showed up also falls under the spell. Thus, to successfully gain control of one Cave Squig (in a group of 5) is to gain control of 5 creatures. They each take up a separate spot in your warband maximum size, and all pass or fail bound monster tests as a group.

Specialty: You may either pick an animal type from the following, or roll randomly.

Giant Rats Special Rules

Stats: As above.

Monkey Special Rules

Stats: As above, but with BS 3 and T2.

Weapons: The Monkey fights weaponless in hand to hand combat without penalty. Also, he may throw Improvised Missiles at opponents in the Shooting Phase (treat as 'Belaying Pins'- Range: 6"). No penalty for throwing over half range. S2. May not be looted or given to another warrior.)

Go'fer!: Monkeys can be very useful at picking up small items. They may pick up any Valuable or Wyrystone shard, although they may only carry one at a time. They may not carry heavy objects (Cargo, Treasure Chests, ladders), nor may they search buildings for hidden items. As they can only carry one such item at a time, they must hand it off to warrior in your warband before they can fetch and carry another item. Neither the monkey nor the handed-off hero receives Experience for the Shard/Valuable found.

Climbers: Monkeys are brilliant climbers, and count as having the Speed Skills 'Scale Sheer Surfaces' and 'Acrobat.'

Viper – Special Rules

Stats: As above, but with M3 and T2.

Poison: Should a Viper roll a 6 to hit, the attack automatically wounds with no armour save. Any other successful hit result on a target susceptible to poison will suffer a S4 hit. If the creature is immune to poison then treat the attack as S2.

Coiled and Ready: A Viper is not easily caught unaware. A Viper has Lightning Reflexes.

Cold Blooded: A viper rolls 3D6 for Leadership, taking the lowest two dice.

Scorpions, Spiders & Insects – Special Rules

Stats: As above, but with M7, S2 and T2.

Poisonous sting*: Scorpions attack using the poisonous sting in their tails. This attack is worked out exactly as if the scorpion was attacking with Black Lotus as explained on page 52 of the Mordheim Rulebook.

Giant Bats -Special Rules

Stats: As above, with M8.

Fly – May ignore terrain and climbing roles when moving.

Birds – Special Rules

Stats: As above, with S2 and T2.

Fly: May fly up to 12" anywhere on the table. This is not doubled when running or charging.

Small: All models attacking a bird suffer -1 to hit, both with missiles and hand to hand attack.

1D6 STRONG ANIMALS

	M	WS	BS	S	T	W	I	A	LD
Strong Animals	6	4	-	4	3	1	4	1	5

Strong Animal Special Rules:

Animal: Cannot gain experience. No penalty for attacking without weapons. Cannot climb, open doors, or carry items unless stated otherwise.

Specialty: You may either pick an animal type from the following, or roll randomly.

Wardogs Special Rules

Stats: As above.

Wolves – Special Rules

Stats: As above, with M9 and S3.

Wild Boar – Special Rules

Stats: As above, with S3 and T4.

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+.

Cold One Beasthounds - Special Rules

Stats: As above, with T4 and I1.

Stupidity: Cold One Beasthounds suffer Stupidity.

Scaly Skin: Cold One Beasthounds have tough scaly skin, and are considered to have a 6+ armour save. This save cannot be modified beyond 6 due to strength modifiers but any result of “no save” on the injury chart will negate the unmodified 6+ save.

Fear: Cold One Beasthounds cause *Fear*.

Jungle Cat Special Rules

Stats: As above, but with M7 and S3.

Climb: Cats are have claws that let them climb better than normal warriors. He may reroll any attempts to climb and jump.

Pounce: If a Cat charges and successfully hits his opponent, he may make a second free attack this turn, rolling to hit as normal. He may only gain one free attack in this way per charge. If the charge is a Diving Charge, he ALWAYS gains 2 Attacks, whether or not the first attack hit.

Giant Spiders - Special Rules

Stats: As above, but with M7.

Poisoned Attack: Giant Spider attacks are poisoned – attacks are considered as strength 4, but this will not modify any armour saves. If the model is immune to poison, the attack counts as S3.

Wall Walk: Giant Spiders may walk up and down walls without making Initiative tests. They may only jump up to 2" across or down, but this does count as a diving charge.

1D6 LESSER SPIRITS

	M	WS	BS	S	T	W	I	A	LD
Lesser Spirits	4	3	0	3	2	1	3	1	10

Lesser Spirit Special Rules:

Unliving: Spirits do not count as living creatures.

Magical: Spirits are not made of living flesh but the eternal and unchanging forces of Magic. Therefore they never gain Experience.

Immune to Poison: Spirits are totally immune to all poisons and diseases.

Immune to Psychology: Spirits do not know the concept of fear. They automatically pass any Leadership-based test they are required to take.

Magical Aura: Due to the magical, intangible nature of Spirits they have a special Armour save of 5+. This is modified by the Strength of the attack as normal and is completely negated by magic

weapons and spells. Spirits attacks are also considered as magical- they suffer no penalty for attacking unarmed.

Magical Instability: Spirits are bound to the world by Dark Sorcery that is highly volatile and unstable. If taken out of action a Spirit is banished and effectively destroyed on a D6 roll of 1-3 (do not roll for injury).

Specialty: You may either pick a Spirit type from the following, or roll randomly.

Nurgling - Special Rules

Stats: As above.

Daemons: Nurglings count as Daemons.

Fear: Nurglings cause fear.

Cloud of Flies: Nurglings are surrounded by a cloud of flies, which buzz around them and their combat opponent. They do not affect the Nurglings but distract foes by buzzing into eyes, nostrils and mouths. A Nurgling's close combat opponent suffers a -1 to hit modifier on all attacks.

Blue Horror - Special Rules

The lowliest daemoniac 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.

Stats: As above, with WS2.

Daemons: Horrors count as Daemons.

Fear: Horrors cause fear.

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 enemy 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. This counts as a form of spell.

Spite – Special Rules

Stats: As above, except with I5 . His move is 3D6". This is not doubled when charging or running.

Fey Quickness: The Spite has his Magical Save increased to 4+ instead of 5+.

Flitter: If the Spite is in combat, he may, during his movement phase, may take an Initiative test. If successful, he may flee 3D6" out of combat. This counts as the model's move this turn. If he fails the Initiative test, his opponent may gain a free attack against the Spite in the Combat Phase that automatically hits.

Spectres – Special Rules

Stats: As above, but with Movement 8.

Undead: Spectres are ethereal Undead creatures.

Fear: Spectres cause fear.

Slow & Steady: Spectres do not double their move when running or charging.

Ethereal: Spectres automatically pass all climbing tests and ignore all terrain penalties. Also, they may move through terrain and friendly models- it must end its turn in free space, not in the middle of a model or a terrain piece.

Sucubi – Special Rules

The smallest servants of the Daemon Prince Slaanesh. They beguile and tease mortals like flight fairies, but have far darker intentions.

Stats: As above, but with M5 and Initiative 6.

Allure: Any model that wishes to charge a Succubus must first pass a Leadership test. If failed, the model may not charge. Likewise, if the model is charged by a Succubus, he must pass a Leadership test, otherwise he only hits on a natural roll of 6- this affect only lasts the first round of combat. Models that are Immune to Psychology are unaffected by Allure.

Spawnlings – Special Rules

Spawnlings are the essence of Chaos Undivided- they are the random thoughts and echoes of Lesser Gods, given thought and substance for brief moments.

Stats: The same as above, except his Movement counts as 2D6. This is not doubled when he charges or runs.

Undefined: Every turn that a Spawnling makes a successful hit in hand to hand combat, roll 1D6: on a roll of 1-2, he is at S2 this turn. On a 3-4, it stays at S3. On a 5-6, he counts as S4. Roll every combat phase, and every time the Spawnling is forced to take a Strength test.

Raw Force: If the Spawnling charges, he deals 1D3 attacks in the first round of combat instead of 1.

Medium Monsters

1	1D3 Spirits
2	1 Massive Animal
3	1Centauroid
4	1 Flying Beast
5	<i>You may pick which result 1-4 that you prefer.</i>
6	<i>The opponent of your choice may pick whichever result he prefers.</i>

1D3 SPIRITS

	M	WS	BS	S	T	W	I	A	LD
Spirit	4	4	0	4	3	1	4	2	8

Spirit Special Rules:

Fear: All spirits cause Fear.

Unliving: Spirits do not count as living creatures.

Magical: Spirits are not made of living flesh but the eternal and unchanging forces of Magic. Therefore they never gain Experience.

Immune to Poison: Spirits are totally immune to all poisons and diseases.

Immune to Psychology: Spirits do not know the concept of fear. They automatically pass any Leadership-based test they are required to take.

Magical Aura: Due to the magical, intangible nature of Spirits they have a special Armour save of 5+. This is modified by the Strength of the attack as normal and is completely negated by magic weapons and spells. Spirits attacks are also considered as magical- they suffer no penalty for attacking unarmed.

Magical Instability: Spirits are bound to the world by Dark Sorcery that is highly volatile and unstable. If taken out of action a Spirit is banished and effectively destroyed on a D6 roll of 1-3 (do not roll for injury).

Specialty: You may either pick a Spirit type from the following, or roll randomly.

Plague Bearer – Special Rules

Stats: As above, but with T4.

Daemonic: Plaguebearers count as Daemons.

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.

Daemonette - Special Rules

Stats: As above, but with M5 and I5.

Daemonic: Daemonettes count as Daemons.

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). This includes Fear tests.

Armor Piercing: All attacks from a Fiend of Slaanesh grant an extra -1 to Armor Saving Throws.

Pink Horror Special Rules

The lowliest daemonic minion of T'bar, 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.

Stats: As above, but with WS3, S3, A1.

Daemonic: Horrors count as Daemons.

Flames 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 3. If the Horror is engaged in close combat the Flame targets one random opponent in base contact. This counts as a form of spell.

Banshee Special Rules

Stats: As follows

	M	WS	BS	S	T	W	I	A	LD
Banshee	8	3	0	3	4	3	3	2	8

Rare: If you choose/roll Banshee as a type, only 1 will appear, not 1D3.

Undead: Spectres are ethereal Undead creatures.

Slow & Steady: Spectres do not double their move when running or charging.

Ethereal: Spectres automatically pass all climbing tests and ignore all terrain penalties. Also, they may move through terrain and friendly models- it must end its turn in free space, not in the middle of a model or a terrain piece.

Ethereal Save: Her spirit save is at 4+ instead of 5+.

Banshee's Cry: During her shooting phase, the Banshee may attack the closest enemy within 8". Roll 2D6 and subtract the target's Leadership: that is the attack's Strength. (Ex. If you hit a Leadership 7 model and roll a 9, it's a S2 hit.) If the result is a 0 or less, the attack has missed. This may be used while in combat, in which case it will hit one of the models she is in combat with.

Fade Away: The banshee is immune to any spells or effects that automatically knock down or stun a model. However, if she is successfully reduced below 1 wound and would otherwise roll on the Injury table, she is automatically taken out of action. Roll for injury as normal.

Dryad - Special Rules

Stats: As above, except with M5, T4, and I6.

Woodland Dweller: No penalty for moving through wooded terrain.

Furies – Special Rules

Stats: As Above.

Flight: A Fury may fly 12” during its Movement phase. This is not doubled when running or charging.

1 MASSIVE ANIMAL

	M	WS	BS	S	T	W	I	A	LD
Massive Animal	6	4	0	4	4	2	4	2	6

Animal: Cannot gain experience. No penalty for attacking without weapons. Cannot climb, open doors, or carry items unless stated otherwise.

Fear: Massive Animals are terrifying creatures, and cause Fear.

Specialty: You may either pick an animal type from the following, or roll randomly.

Werebeast – Special Rules

Stats: As Above.

Bestial: Werebeasts are ravenous and therefore *immune to psychology*.

Powerful: This animal increases your rating by +20 (instead of the normal +5).

Scramble: Werebeasts are humanoid enough that they can open doors and climb... not without some amount of difficulty, mind you!

Bear - Special Rules:

Stats: As follows:

	M	WS	BS	S	T	W	I	A	LD
1 Trained Bear	6	3	-	5	5	2	2	2	6

Powerful: This animal increases your rating by +20 (instead of the normal +5).

Bear Hug: If the Bear hits the same enemy warrior with both of his attacks in the same round of combat, the player may choose to make a single ‘Bear Hug’ attack instead of resolving the attacks normally. If this option is chosen, each player must roll a D6 and add his model’s Strength to the roll. If the Bear’s total is higher or the totals are equal, the opposing warrior takes a single automatic wound with no armour save allowed. If the enemy warrior’s total is higher, the warrior has broken the Bear’s hold and suffers no damage from the attack.

Sabretusk – Special Rules:

Stats: Same as above, but with M8 and A3.

Feral Instinct: If a caster binds a Sabretusk and fails the Leadership test to control him, a random opponent may move the Sabretusk this turn. An uncontrolled Sabretusk may charge models from his own warband!

Powerful: This animal increases your rating by +20 (instead of the normal +5).

Cold Ones Special Rules

Stats: Same as above, but with M8, WS3, and I1.

Scaly skin: Natural armour save 5+.

Cold-blooded: Uses 3D6 for each Leadership, ignoring the highest die.

Stupidity: Cold Ones suffer stupidity. This is ignored if you are taking Bound Monster tests.

Giant Frog Special Rules

Stats: Same as above, but with T3.

Hop: A Giant Frog may jump up and down large heights. Treat this as the skill “Scale Sheer Surfaces” (although, technically, he’s jumping and not scaling.)

Tongue Strike – The Giant Frog may lash out at a model up to 6" away with its tongue for a single Strength 3 hit. He uses this during his shooting phase.

Powerful: This animal increases your rating by +20 (instead of the normal +5).

Possessed Special Rules

Stats: Same as above, but with M5 and Ld7.

Mutations: Possessed may start with a mutation. Roll 1D6: 1 - No mutation. 2 - Cursed Soul: Ignores Prayers on a 1D6 roll of 4+ (spells and scrolls affect his as normal). 3-4 Extra Arm: +1 Attack. 5-6 Tentacles: -1 Enemy attack.

Powerful: This animal increases your rating by +20 (instead of the normal +5).

Scramble: Possessed are humanoid enough that they can open doors and climb... not without some amount of difficulty, mind you!

1 CENTAUROID

	M	WS	BS	S	T	W	I	A	LD
Centauroid	8	4	3	4	3	1	3	1+1	7

Centauroid Special Rules:

Opposable Thumbs: Centauroids have hands and are able to grasp weapons.

Mount-like: Centauroids are not mounts, but behave slightly like them. They cannot go into buildings (unless the entire scenario is underground). They cannot climb. Also, if they charge, they receive +1 S in the first round of combat.

Stomp: A Centauroid has a stomp attack, in addition to its normal weapon attack. The Stomp attack suffers no penalty for being unarmed.

Specialty: You may either pick an animal type from the following, or roll randomly.

Centaur – Special Rules

Shamed by their unsightly appearance, centauroid mutants isolate themselves within the darkest recesses of the forests in Norsca and the Wastes, periodically collaborating with northern tribes raiding on the Steppes. Of mutations, Centaurs have been plagued with a kind that cannot be concealed. Afflicted or born with the torso of human or elf married to the body of an animal. These creatures neither man or beast nor both, prey on lonesome travellers and the meek. Lacking true skill in craft they will resort to murder and looting the food stores of small communities.

Stats: Same as above.

Equipment: Spear and shield.

Drunken: Chaos Centaurs are renowned among the northern tribes for their habitual need to consume alcohol by the barrel, working themselves up into a drunken frenzy. Roll 1D6 at the start of each turn. On a roll of 1, until your next turn, treat the model as if he failed a *stupidity test*. On a

roll of 2-5 nothing happens and on the roll of a 6 they become subject to *frenzy* for that turn. While subject to both *stupidity* and *frenzy* they are immune to all other forms of psychology. This is taken after the

Woodland Dwelling: For most of their lives centauroid mutants prowl the murky depths of forests. They suffer no movement penalties for other moving through wooded areas.

Zoat - Special Rules

Stats: As follows

	M	WS	BS	S	T	W	I	A	LD
Zoat	7	5	3	4	4	3	5	1+1	10

Weapons/Armor: A mace.

Cold Blooded: For any Leadership test, the Zoat rolls 3D6 and discards the highest result.

Scaly Skin: Has a natural save of 5+. This cannot be reduced below 6+ by Strength modifiers, but any result of "no save" on the injury chart will negate this 6+ save. A shields adds +1 to the save.

Large: It suffers +1 to hit against missiles, cannot go in doors, and counts as a 'Large' Model (making him +20 rating).

Jungle born: All Zoats can move through jungle terrain without penalty.

Centigor – Special Rules

Stats: Same as above, but with T4 and I2.

Equipment: Spear and shield.

Drunken: Chaos Centigors are renowned among the northern tribes for their habitual need to consume alcohol by the barrel, working themselves up into a drunken frenzy. Roll 1D6 at the start of each turn. On a roll of 1, until your next turn, treat the model as if he failed a *stupidity test*. On a roll of 2-5 nothing happens and on the roll of a 6 they become subject to *frenzy* for that turn. While subject to both *stupidity* and *frenzy* they are immune to all other forms of psychology. This is taken after the

Woodland Dwelling: For most of their lives centauroid mutants prowl the murky depths of forests. They suffer no movement penalties for other moving through wooded areas.

Bull Centaur – Special Rules

Stats: Same as above, but with T4 and Ld 9.

Equipment: Axe and shield.

Dwarf: As a Dwarf, he has the rules Thick Head (Ignores Concussion) and Hard to Kill (treats an Injury roll of 3-5 as stunned.)

1 FLYING BEAST

	M	WS	BS	S	T	W	I	A	LD
Flying Beast	1	3	0	4	4	2	3	2	5

Flying Beast Special Rules

Fly: May fly up to 12" anywhere on the table. This is not doubled when running or charging.

Animal: Cannot gain experience. No penalty for attacking without weapons. Cannot climb, open doors, or carry items unless stated otherwise.

Specialty: You may either pick an animal type from the following, or roll randomly.

Carrion – Special Rules

Stats: As above.

Fear: Carrions are undead horrors. They cause fear.

Undead: The Carrion is an Undead bird. It causes Fear and is Immune to Psychology and Poison. It may be stunned as normal.

Fell Bat – Special Rules

Stats: As above, except with S3, T3, and Ld6.

Fear: A Fell Bat causes fear.

Undead: The Fell Bat is an Undead creature. It causes Fear and is Immune to Psychology and Poison. It may be stunned as normal.

Night Hunter: Due to its massive ears and cursed eyes, the Fell Bat can spot even the most well hidden foes. It can detect and attempt to charge all models within 12” of it, ignoring Darkness and Hiding. This does not actually reveal hidden models, so if the Fell Bat does not charge it, other friendly models still count the hidden model as hidden.

Pegasus

Stats: As above, except with M8, I4 and Ld7.

Terradon

Stats: As above, but with T3, I2, and Ld4.

Cold Blooded: For any Leadership test, the Terradon rolls 3D6 and discards the highest result.

Hit and Run: The warrior may make a Leadership Test at the end of any Hand-to-Hand phase (pirate’s or enemy’s turn) if he is still in base contact with any enemy models. If he passes he may move 12” away from the enemy (he may not run or charge), without the enemy striking any blows on him. If he fails the test he remains in combat and must fight as normal in the following turn. He may not use a Leader’s Leadership, but must his own.

Warhawk – Special Rules

Stats: As above, but with WS4, T3, and I5.

Hit and Run: The warrior may make a Leadership Test at the end of any Hand-to-Hand phase (pirate’s or enemy’s turn) if he is still in base contact with any enemy models. If he passes he may move 12” away from the enemy (he may not run or charge), without the enemy striking any blows on him. If he fails the test he remains in combat and must fight as normal in the following turn. He may not use a Leader’s Leadership, but must his own.

Harpy

Stats: As above, but with M4, WS4, and I2

Giant Monsters	
1	1 Ogroid
2	1 Hulk
3	1 Huge Beast
4	1 Greater Spirit
5	<i>You may pick which result 1-4 that you prefer.</i>
6	<i>The opponent of your choice may pick whichever result he prefers.</i>

1 OGROID

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Ogroid	6	3	2	4	4	3	3	2	7

Ogroid Special Rules

Fear: Ogroids cause Fear.

Large: Ogroids are large models. They can be targeted by missile fire even when they are not the closest models, and all missile attacks against them receive a +1 to all hit rolls. They add +20 to your warband rating instead of +5.

Opposable Thumbs: Ogroids have hands and are able to grasp weapons.

Servitude: Based on their animal nature or the nature of the magic binding them, an Ogroid may not gain experience.

Specialty: You may either pick an animal type from the following, or roll randomly.

Ogre Slave – Special Rules

Stats: As above.

Equipment: Double-handed weapon.

Minotaur – Special Rules

Stats: As below.

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Minotaur	6	4	3	4	4	3	4	3	8

Equipment: Double Handed Weapon.

Bloodgreed: If a Minotaur puts all of its enemies out of action in hand-to-hand combat it becomes frenzied on a D6 roll of 4+.

Kroxigor – Special Rules

Stats: As below

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Kroxigor	6	3	0	5	4	3	1	3	8

Equipment: A halberd.

Scaly skin: Kroxigor has a natural save of 4+.

Aquatic: Kroxigor may move through water with no penalty, and count as being in cover whilst in water.

Ushabti – Special Rules

Stats: As follows:

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Ushabti	5	4	2	4	4	3	3	3	8

Equipment: Double Handed Weapon.

Undead: The Ushabti is Immune to Psychology, Immune to Poison, Cannot Run, and suffers No Pain (treats stunned as Knocked Down.)

Yhetee – Special Rules

Stats: As below.

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Yhetee	7	3	0	5	4	3	4	2	7

Equipment: Two icicles that never freeze. These count as daggers, but as count as magical weapons (thus, will ignore Daemon/Spirit saves, etc.)

Aura of Frost: All living models, friend or foe, in base contact with a Yhetee are at -1 to hit in combat. This has no effect on non-living (daemons, undead, spirits), Norse, Yhetee, or Chaos Marauders.

Scale Terrain: The Yhetee automatically passes any climbing tests he is required to take.

Fiana Fimir – Special Rules

Stats: As below;

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Fiana Fimir	4	5	3	5	5	2	4	2	6

Equipment: A Fimm has a double-handed weapon.

Tail Lash: The Fimm has a mace like tail that makes ganging up on him very difficult. Treat it as if he has the skill Combat Master (gains +1 Attack if he is in combat with more than 1 model, Ignores All Alone.) All attacks from the tail are treated as a club attack.

Bog Dweller: The Fimm ignores all movement penalties for bog and river terrain (but not ocean terrain.) He does NOT count as Aquatic. He also ignores any visual penalties for Fog or Mist.

1 HULK

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Hulk	6	3	0	5	4	3	1	3	4

Hulk Special Rules

Fear: Hulks cause Fear.

Large: Hulks are large models. They can be targeted by missile fire even when they are not the closest models, and all missile attacks against them receive a +1 to all hit rolls. They add +20 to your warband rating instead of +5.

Tooth & Claw: Hulks use a combination of improvised weapons and claws in order to attack. They receive no penalty for attacking unarmed, and may not use weapons.

Bipedal: Hulks may climb as if they are warriors, rather than as animals.

Specialty: You may either pick an animal type from the following, or roll randomly.

Troll – Special Rules

Stats: As above.

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

Regeneration: Trolls have a unique physiology that allow them to regenerate wounds. Whenever an enemy successfully inflicts a wound on a Troll roll a D6, on a result of 4 or more the wound is ignored and the Troll is unhurt. Trolls may not regenerate wounds caused by fire or fire-based magic. Trolls never roll for Injury after a battle.

Dumb Monster: A Troll is far too stupid to ever learn any new skills. Trolls do not gain experience.

Always Hungry: A Troll requires an upkeep cost. This upkeep represents the copious amounts of food that must be fed to the Troll in order to keep him loyal to the warband. The warband must pay 15 gold crowns after every game in order to keep the Troll. If the warband lacks the gold to pay the upkeep, the Boss has the option of sacrificing two henchmen to the Troll in lieu of buying food (Trolls eat nearly anything). If this fee is not paid (either in gold or in warband members) the Troll gets hungry and wanders off in search of food.

Vomit Attack: Instead of his normal attacks, a 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.

River Troll – Special Rules

Stats: As above.

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

Regeneration: Trolls have a unique physiology that allow them to regenerate wounds. Whenever an enemy successfully inflicts a wound on a Troll roll a D6, on a result of 4 or more the wound is ignored and the Troll is unhurt. Trolls may not regenerate wounds caused by fire or fire-based magic. Trolls never roll for Injury after a battle.

Dumb Monster: A Troll is far too stupid to ever learn any new skills. Trolls do not gain experience.

Always Hungry: A Troll requires an upkeep cost. This upkeep represents the copious amounts of food that must be fed to the Troll in order to keep him loyal to the warband. The warband must pay 15 gold crowns after every game in order to keep the Troll. If the warband lacks the gold to pay the upkeep, the Boss has the option of sacrificing two henchmen to the Troll in lieu of buying food (Trolls eat nearly anything). If this fee is not paid (either in gold or in warband members) the Troll gets hungry and wanders off in search of food.

Aquatic: A River Troll suffers no penalty for moving through water, and may use water as cover.

Slimy: All models attempting to attack the River Troll in hand to hand combat suffer -1 to hit.

Rat Ogre Special Rules

Stats: Same as above, but with T5 and I4.

Stupidity: A Rat Ogre is subject to *stupidity* unless a friendly Hero is within 6" of it.

Living Statues – Special Rules (*from the Celestial Dog from Border Town Burning*)

Stat: As below.

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Living Statue	6	5	0	5	5	3	3	3	8

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

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

Magical attacks: All attacks from a Living Statue are considered to be magical in the same way as the attacks of Daemons.

Immune to poison: Living Statues are not affected by poison.

Abomination Special Rules

Stats: As below

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Abomination	4	3	0	4	5	3	2	3	5

Immune to Psychology: Abominations are not affected by psychology.

Immune to Poison: Abominations are immune to poisons.

No Pain: Abominations treat Stunned results as Knocked Down.

Fire BAD! Any model armed with a Torch or Flaming Brazier causes fear against the Abomination. This ignores both the rules 'Immune to Psychology' and the fact that fear causing creatures are immune to fear. This also applies to sustained fire spells (such as Sword of Rezhebel.)

Gorger – Special Rules

Stats: As follows.

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Gorger	6	3	0	5	5	3	2	4	8

Ravenous: If an enemy model is within charge range of a Gorger, the Gorger must charge this turn, ignoring all Psychology. Likewise, if a Bound Gorger is unbound, he will always charge the nearest model. A gorger will never flee or break from combat.

Always Hungry: A Gorger requires an upkeep cost. This upkeep represents the copious amounts of food that must be fed to the Gorger in order to keep him loyal to the warband. The warband must pay 15 gold crowns after every game in order to keep the Gorger. If the warband lacks the gold to pay the upkeep, the Boss has the option of sacrificing two henchmen to the Gorger in lieu of buying food (Gorgers eat nearly anything). If this fee is not paid (either in gold or in warband members) the Gorger gets hungry and wanders off in search of food.

1 HUGE BEAST

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Huge Beast	6	3	0	4	5	3	4	2	6

Large Animal Special Rules:

Fear: Large Animals cause Fear.

Large: Large Animals are large models. They can be targeted by missile fire even when they are not the closest models, and all missile attacks against them receive a +1 to all hit rolls. They add +20 to your warband rating instead of +5.

Animal: Cannot gain experience. No penalty for attacking without weapons. Cannot climb, open doors, or carry items unless stated otherwise.

Specialty: You may either pick an animal type from the following, or roll randomly.

Chaos Spawn – Special Rules

Stats: As below

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Chaos Spawn	2d6	3	0	4	5	3	2	1D6+1	10

Psychology: They are mindless creatures, knowing no fear of pain or death. Spawn automatically pass any Leadership based test they are required to make.

Movement: The Spawn moves 2D6" towards the nearest model in each of its Movement phases. It does not double its movement for charging, instead if its movement takes it into contact with a model it counts as charging and engages that model in close combat.

Attacks: Roll at the beginning of each Close Combat phase to determine the spawn's number of Attacks for that phase.

Mutated: A Spawn is a mutated creature of Chaos. Anything that grants a bonus against Possessed or Daemonic creatures also gains the same bonus against Spawns (ex. Sigmarite Warhammer).

Salamander Special Rules

Stats: As above.

Cold Blooded – The Salamander uses 3D6 for Leadership tests, and discards the highest dice.

Venom Spray – During his shooting phase, the creature may issue forth a cone of poison mist up to 6" away hitting all models within 2" of target area with Strength 4. Once fired, it takes a turn for the Salamander to "reload". This counts as a missile and cannot be used while in hand to hand combat.

Rhinox – Special Rules

Stats: As below:

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Rhinox	7	3	0	5	5	2	2	3	5

Bad Tempered: A Rhinoxen has a temper shorter than a pygmy's thumb. If there is an enemy model that is an eligible target for the Rhinox to charge during the Declare Charges part of the Movement phase, it must immediately pass a Leadership test or declare a charge – if there is a choice of models to charge, then the controlling player may choose freely between them.

Thunderous Charge: Even a single Rhinox in full charge is a terrifying sight, the ground itself trembling as the cave-beast thunders into the ranks of their foe. On any turn when a Rhinox rider charges more than 7", he causes D3 impact hits at the basic strength of the Rhinox.

Balewolf – Special Rules

Stats: As below.

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Balewolf	5	4	0	5	5	3	4	2(3)	7

Forged by Chaos: A creation of Chaos; the Balewolf was born from some nefarious yet unknown origin. The power of Chaos knits its form together when it is wounded and as such the Balewolf has the ability to supernaturally heal itself. At the start of each of its turns roll a D6 if the Balewolf is wounded. On a roll of 5+ one Wound is restored as its skin miraculously knits back together.

Flesh of Iron: The Balewolf's skin is thicker than toughened leather, wholly capable of turning aside blades and arrows alike. The Balewolf has an Armour save of 4+ which is reduced by the Strength of the attack as normal.

Vicious Jaws: The Balewolf's massive jaws are capable of crushing a man's body in two. The Balewolf has an extra Attack from its jaws (as denoted in its profile) which is always its first attack. If this attack hits, it causes a critical hit on a roll of 5 or 6.

Lycanthrope: The blood of the Balewolf contains a terrible and powerful curse. Any model taken out of action from an attack from the Balewolf risks the taint of its dark blood (note that this only affects man-sized creatures and non-mutants). After the battle, if the model survives the attack, roll a D6. On a roll of a 6 any injuries the model is currently suffering are cured but they are now cursed! In each subsequent battle whenever the cursed model is wounded they must take a Leadership test. If they fail they transform horrifically before the eyes of their comrades into the Balewolf! The model now has the same statline as the Balewolf. Any armour or equipment it was wearing is destroyed and any weapons the model was carrying are lost but may be recovered after the battle. The Balewolf will always charge the nearest model, friend or foe, if it can, otherwise it will move at maximum speed towards them. It may try and restrain itself from attacking a comrade by taking a test against his own Leadership (he may not use the leader's). If passed, the Balewolf will ignore friendly models. Roll a D6 after the battle. On a roll of 2-6 the model returns to normal (albeit without attire...) but still carries the curse. On a roll of 1, the Balewolf takes hold completely and in his feral state disappears into the wilderness lost forever in myth and legend (remove from roster). *(Note: Or, if you group prefers, the afflicted model suffers the same rule as the Cursed Hillman Hired Sword.)*

Razorgor - Special Rules

Stat: As below

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Razorgor	7	3	0	5	5	3	2	4	6

Bad Tempered: Even Razorgor that have been broken have a temper shorter than a pygmy's thumb. If there is an enemy model that is an eligible target for the Razorgor to charge during the Declare Charges part of the Movement phase, it must immediately pass a Leadership test or declare a charge – if there is a choice of models to charge, then the controlling player may choose freely between them.

Spines: At the start of any combat, any enemy models within base contact suffer a S1 hit. This happens at the beginning of each combat turn, before blows are stuck. It cannot cause critical hits.

1 GREATER SPIRIT

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Greater Spirit	5	4	0	4	4	3	4	2	7

Greater Spirit Special Rules:

Fear: All spirits cause Fear.

Large: All spirits count as Large. They can be targeted by missile fire even when they are not the closest models, and all missile attacks against them receive a +1 to all hit rolls. They add +20 to your warband rating instead of +5.

Unliving: Spirits do not count as living creatures.

Magical: Spirits are not made of living flesh but the eternal and unchanging forces of Magic. Therefore they never gain Experience.

Immune to Poison: Spirits are totally immune to all poisons and diseases.

Immune to Psychology: Spirits do not know the concept of fear. They automatically pass any Leadership-based test they are required to take.

Magical Aura: Due to the magical, intangible nature of Spirits they have a special Armour save of 5+. This is modified by the Strength of the attack as normal and is completely negated by magic

weapons and spells. Spirits attacks are also considered as magical- they suffer no penalty for attacking unarmed.

Magical Instability: Spirits are bound to the world by Dark Sorcery that is highly volatile and unstable. If taken out of action a Spirit is banished and effectively destroyed on a D6 roll of 1-3 (do not roll for injury).

Specialty: You may either pick a Spirit type from the following, or roll randomly.

Tree Spirit – Special Rules

Stats: As above.

Bark Skin: The Tree Spirit receives a 4+ armor save against attacks. This replaces the Magical Save, and will not be ignored from magical attacks.

Wood Spirit: The Spirit suffers no penalty for moving through wooded terrain.

Vulnerable to Fire: Any unsaved wounds against a Tree Spirit suffers not one but 2 wounds.

Daemon Prince Special Rules

Stat: As below

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Daemon Prince	7	4	2	5	5	3	2	3	8

Weapons/Armour: Two huge battle axes.

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

Flying: 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 T'char, 2-3 Mark of Arkhar, 4 Mark of Onogal, 5-6 Mark of Shornaal. See the Chaos Marauder warband from Border Town Burning for Rules.

Flesh Hound – Special Rules

Stats: As below

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Flesh Hound	8	5	0	5	4	2	4	2	7

Skin of Brass: Instead of a Daemonic Save, the Flesh Hound has Chaos Armor, which grants him a 4+ Armor save. This is reduced as normal, but is not ignored from magical attacks.

Magical Resistance: If the Flesh Hound is the target of a spell or prayer, he will ignore the spell on a 1D6 of 4+. He may not be Bound.

Fiend of Slaanesh – Special Rules

Stats: As below.

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Fiend of Slaanesh	10	4	0	4	4	3	6	4	7

Sophoric Musk – All living models in base contact with the Fiend of Slaanesh suffer -1 to hit in hand to hand combat. Undead, daemons, and models with Marks of Slaanesh ignore this effect.

Armor Piercing: All attacks from a Fiend of Slaanesh grant an extra -1 to Armor Saving Throws.

Unicorn – Special Rules

Stats: As below

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Unicorn	9	5	0	4	4	3	5	2	8

Impale: A unicorn that charges gains +2 Strength for the first round of combat.

Magical Purity: A unicorn is unaffected by spells or prayers on a 1D6 roll of 4+. If you manage to Bind one, and your warband includes a Prayercaster, Wood Elf or Bretonnian Damsel Hero, then it will only ignore enemy spells from now on.

Wood Spirit: The Spirit suffers no penalty for moving through wooded terrain.

Great Stag – Special Rules

Stats: As below

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Great Stag	9	5	0	5	4	3	4	2	7

Wood Spirit: The Spirit suffers no penalty for moving through wooded terrain.

Enormous Monster Table

1	1 Greater Hulk
2	1 Chaos Beast
3	1 Lesser Drake
4	1 Many-Legged Menace
5	<i>You may pick which result 1-4 that you prefer.</i>
6	<i>The opponent of your choice may pick whichever result he prefers.</i>

1 GREATER HULK

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Greater Hulk	5	3	0	5	5	4	2	3	6

Greater Hulk Special Rules

Fear: Hulks cause Fear.

Large: Hulks are large models. They can be targeted by missile fire even when they are not the closest models, and all missile attacks against them receive a +1 to all hit rolls. They add +20 to your warband rating instead of +5.

Tooth & Claw: Hulks use a combination of improvised weapons and claws in order to attack. They receive no penalty for attacking unarmed, and may not use weapons, unless stated otherwise.

Bipedal: Hulks may climb as if they are warriors, rather than as animals.

Specialty: You may either pick an animal type from the following, or roll randomly.

Bone Goliath – Special Rules

Stats: As Above.

May not run: Bone Goliaths are slow undead creatures and may not run (but may charge normally).

Immune to Psychology: A Bone Goliath is not affected by psychology and never leaves combat.

Immune to Poison: A Bone Goliath is not affected by poison.

No Pain: Bone Goliaths treat *stunned* results on the injury chart as *knocked down*.

Fen Beast- Special Rules

Stats: As below.

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Fen Beast	6	3	0	5	5	4	2	3	10

Fen-walker: Fenbeasts may traverse fenland, quagmires and any other difficult terrain as open ground.

Fear: Fenbeasts are horrifying creatures and cause *Fear*.

Immune to Psychology: Fenbeasts are not affected by psychology and never leave combat.

Regenerate: When a Fenbeast is in any form of swampy terrain such as fenland or a quagmire they will regenerate one lost wound in the recovery phase on a roll of 4+.

Dragon Ogre Special Rules

Stats: As below.

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Dragon Ogre	7	4	2	5	4	4	2	3	8

Weapons/Armour: Double-handed weapon.

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

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.

Treekin – Special Rules

Stats: As below.

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Treekin	5	4	0	5	5	4	3	4	8

Bark Skin: The Tree Kin receives a 4+ armor save against attacks. This replaces the Magical Save, and will not be ignored from magical attacks.

Wood Kin: The Kin suffers no penalty for moving through wooded terrain.

Vulnerable to Fire: Any unsaved wounds against a Tree Kin suffers not one but 2 wounds.

Young Giant Special Rules

Stats: As below.

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Young Giant	6	3	0	5	5	4	2	3	8

Slumbering Brute: The Young Giant is initially sleeping. In each player's recovery phase roll a D6, on a roll of 6 the Young Giant awakes (add +1 to the roll for each model within 2" of the beast, it instantly awakens if attacked). The Giant's turn is always before the player's who woke it. It will always move towards the nearest model, charging if possible but will not attack a Truthsayer or Dark Emissary due to their close affiliation.

Bound Giants: If you successfully Bind a Giant, roll 1D6 during immediately after set-up. On a roll of 1, he starts the game asleep. He will not move, attack, fight back in combat. While asleep, he does not require Bound spell tests (he's not fighting the spell, he's asleep!). During each player's turns, roll 1D6, adding +1 for each ENEMY model within 2"- on a 6, he wakes up. Once awoke, he uses bound spell rules as normal and will not sleep for the rest of the game.

Thickheaded: The Young Giant's skull is as thick as a rock and as such it can never be stunned, treat any stunned results as knocked down instead.

Ungainly: If a Young Giant is knocked down roll a scatter dice to determine the direction it falls in, then place the model on its back. Any model underneath the Giant must pass an immediate initiative test or suffer a strength 5 hit as the brute crushes them. The Young Giant picks itself up during his next recover phase as normal.

Rampage: When the Young Giant attacks it is a rampage of varied assaults. Roll a D6 to determine what it does.

1-2 Swipe. Attacks as normal.

3-4 Stomp. Makes a single attack at Strength 7 inflicting double wounds.

5-6 Shout and Bawl. All models within 4" of the brute must pass an immediate Strength test or be knocked down.

Ogre Hunter – Special Rules

Stats: As below

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Ogre Hunter	6	5	4	5	5	4	3	4	9

Equipment: Two clubs. He also has a Harpoon Crossbow, which is treated as the same as a Normal Crossbow but at S5 and takes a turn to reload.

Feline Companion: If an Ogre Hunter appears, roll 1D6: if the result is equal to or under the number of players in the game, the Hunter is accompanied by a Large Animal, Specialty: Sabretusk (see above). The Sabretusk will never attack the Hunter, even in its uncontrollable instincts. These are two separate creatures, and if one is bound the second one is NOT bound with it.

1 CHAOS BEASTS

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Chaos Beast	6	4	0	5	4	4	4	3	8

Chaos Beast Special Rules:

Fear: Chaos Beasts cause Fear.

Animal: Cannot gain experience. No penalty for attacking without weapons. Cannot climb, open doors, or carry items unless stated otherwise.

Fledgling: Even though the monsters typically have a pair of wings, most of them are too undeveloped to actually use. They cannot fly unless stated otherwise.

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. If recruited into a warband, it increases your rating by +50.

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.

Specialty: You may either pick an animal type from the following, or roll randomly.

Fledgling Griffon Special Rules

Stats: As above.

Massive Beak: One of the Griffon's attacks is a bite attack. Its maw is a massively sharp, iron-hard beak that can easily slice through the thickest armour as if it were made of paper. An opponent damaged by this attack suffers an additional -1 penalty to his armour save, for a total armour save penalty of -3 (-1 for the bite and -2 for Strength).

Fledgling Hippogriff Special Rules

Stats: As above, but with M8 and A2.

Massive Beak: One of the Hippogriff's attacks is a bite attack. Its maw is a massively sharp, iron-hard beak that can easily slice through the thickest armour as if it were made of paper. An opponent damaged by this attack suffers an additional -1 penalty to his armour save, for a total armour save penalty of -3 (-1 for the bite and -2 for Strength).

Fledgling Chimera Special Rules

Stats: As below

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Fledgling Chimera	6	3	0	5	5	4	4	4	8

Dragon Head: One of the Chimera's three heads is that of a Dragon. When the Dragon head breathes, flames leap from its mouth. It can use these flames as a weapon if it wishes. This attack is made in the Shooting phase. Simply place the small teardrop shaped template with the narrow end at the Dragon head's mouth; any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a S3 hit. Normal armour saves apply. Do not worry about any buildings the template may cover; the Chimera's fire is too weak to set them alight without prolonged exposure.

Ram Head: The second head is that of a massive bloody-eyed ram. One of the Chimera's attacks is a head-butt made by the ram head. If this attack hits but fails to do damage, the target must make an Initiative test or be *knocked down*.

Lion Head: The last of the Chimera's heads is that of a ferocious golden-maned lion with jaws of steel and razorsharp teeth. One of the Chimera's attacks is a bite by the lion head. An opponent damaged by this attack suffers an additional -1 penalty to his armour save, for a total armour save penalty of -3 (-1 for the bite and -2 for Strength).

Dark Pegasus Special Rules

Stats: As below

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Dark Pegasus	8	3	0	5	4	4	4	3	8

Fly: May fly up to 12" anywhere on the table. This is not doubled when running or charging.

Fledging Manticore Special Rules

Stats: As below

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Fledgling Manticore	6	5	0	5	5	4	5	4	5

Terrifying: Even a young Manticore is more terrifying to behold than most creatures. It causes Fear as normal, but if it charges a model that is not immune to psychology, that model must take a Leadership test. If failed, instead of attacking back, the target will flee 2D6" away from the Manticore.

Killing Blow: If the Manticore makes a critical hit against its target, it rolls twice on the Critical Hit table and chooses the highest result.

Cockatrice Special Rules

Stats: As below

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Cockatrice	4	4	5	4	4	4	6	6	6

Scaly Skin: The Cockatrice has a 4+ armor save that is reduced as normal.

Transfixing Glare: The Cockatrice is able to hypnotize a victim using his intense stare, the victim will remain passive and wait for the Cockatrice to close. The Glare may be used on any living model in base contact that is not *Immune to Psychology*. The victim must pass a Leadership test on a 2D6 or be transfixed. A transfixed model may not attack in close combat and is treated as being Knocked Down for purpose of being attacked. Roll for the Glare at the start of the combat phase.

1 LESSER DRAKE

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Lesser Drake	6	4	0	5	5	4	2	5	6

*Merwyrrms and Turtigons Movement is halved on Land.

Fear: Drakes cause Fear.

Animal: Cannot gain experience. No penalty for attacking without weapons. Cannot climb, open doors, or carry items unless stated otherwise.

Fledgling: Even though the monsters typically have a pair of wings, most of them are too undeveloped to actually use. They cannot fly unless stated otherwise.

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. If recruited into a warband, it increases your rating by +50.

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.

Specialty: You may either pick an animal type from the following, or roll randomly.

Young Hydra – Special rules

Stats: As above.

Save: The young Hydra's scales aren't as strong as a normal Hydra's, but they are still as strong as metal. The Hydra has an armour save of 6+ that is not modified by the strength of attacks against it (or by other save modifiers).

Breath Weapon: When the young Hydra breathes, flames leap from its mouths. It can use these flames as a weapon if it wishes. This attack is made in the Shooting phase and may be made even if the Hydra is involved in close combat. Simply place the small teardrop shaped template with the narrow end at one of the Hydra's mouths; any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a single S3 hit. Normal armour saves apply. Do not worry about any buildings the template may cover; the Hydra's fire is too weak to set them alight without prolonged exposure.

Loss of Heads: Each wound suffered by a Hydra represents one of its many heads getting taken *out of action*. Because of this, any successful (unsaved and un-regenerated) Wound to a Hydra reduces its Attacks characteristic by one. In addition, the loss of heads makes for fewer flames when it breathes, so for every 2 successful Wounds, the strength of the Hydra's breath weapon is reduced by one (to a minimum Strength of 1). So, for example, if the Hydra has taken 3 (unsaved and unregenerated) Wounds, it would have 2 attacks remaining and the Strength of its breath weapon would be reduced to 2.

Regeneration: All Hydras have the ability to regrow damaged heads. Some can do this immediately, while for others it may take a matter of hours or even days to replace a head that is lost. To represent this ability, at the end of each round of close combat roll a D6 for each Wound the Hydra has suffered that round. On a roll of 4 or more that Wound has regenerated; any regenerated Wounds are reinstated. If a Hydra is down to its last Wound remaining, make this roll to regenerate before rolling on the Injury table; a successful Regenerate roll means that no Injury roll is made.

Young Merwurm – Special Rules

Stats: As below

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Young Merwurm	6*	4	0	5	4	4	4	2	8

Aquatic: The Merwurm suffers no penalties for traveling in water, and cannot drown.

Save: The Young Merwurm's scales aren't as strong as a normal Merwurm's, but they are still as strong as metal. The Merwurm has an armour save 6+ that is not modified by the strength of attacks against it (or other save modifiers).

Tail Whip: The Merwurm has a whip-like tail that it thrashes forward among its enemies, either lashing them, or simply clubbing them into submission. In game terms this is represented by a special tail strike that the Merwurm makes before its normal attacks in close combat. Roll a D6. Any enemy models that are in base contact with the Merwurm and that it may attack in the Close Combat phase (eg, it is either the Merwurm's 'turn' or the model's turn) that have a lower Initiative than the dice score are automatically hit by the Merwurm's tail. Models with Initiative equal to or higher than the D6 roll have successfully dodged the tail and are not affected. Each model struck by the Merwurm's tail takes a Strength 4 hit.

Young Wyvern - Special Rules

Stats: As below

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Fledgling Wyvern	6	4	0	4	5	4	4	2	6

Save: The Wyvern's scales aren't as strong as a normal Wyvern's, but they are still as strong as metal. The Wyvern has an armour save 6+ that is not modified by the strength of attacks against it (or other save modifiers).

Envenomed Tail: The Wyvern has a whip-like tail that is tipped with a deadly stinger. In combat it thrashes this tail forward among its enemies, either injecting them with its deadly venom, or simply clubbing them into submission. In game terms this is represented by a special tail strike that the Wyvern makes before its normal attacks in close combat. Roll a D6. Any enemy models that are in base contact with the Wyvern and that it may attack in the Close Combat phase (eg, it is either the Wyvern's 'turn' or the model's turn) that have a lower Initiative than the dice score are automatically hit by the Wyvern's tail. Models with Initiative equal to or higher than the D6 roll have successfully dodged the tail and are not affected. Each model struck by the Wyvern's tail takes a Strength 4 hit.

Stupidity: Due to its stubborn nature and young age, the Wyvern suffers Stupidity.

Young Dragon – Special Rules

Stats: As below

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Fledgling Dragon	6	4	0	5	5	4	6	4	7

Save: The young Dragon’s scales aren’t as strong as a normal Dragon’s, but they are still as strong as metal. The young Dragon has an Armour save of 5+ that is not modified by the strength of attacks against it (or by other save modifiers).

Breath Weapon: When the young Dragon breathes, flames leap from its mouth. It can use these flames as a weapon if it wishes. This attack is made in the Shooting phase, and may be made even if the Dragon is involved in close combat. Simply place the small teardrop shaped template supplied opposite with the narrow end at the Dragon’s mouth. Any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a single S3 hit. Normal armour saves apply. Do not worry about any buildings the template may cover; the Dragon’s fire is too weak to set them alight without prolonged exposure.

Young Carnosaur – Special Rules

Stats: As below

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Young Carnosaur	7	3	0	6	4	4	2	4	5

Scaly Skin: Carnosaurs have tough scaly skin, and are considered to have a 3+ armour save. This save cannot be modified beyond 6 due to strength modifiers but any result of “no save” on the injury chart will negate the unmodified 6+ save.

Cold Blooded: A carnosaur rolls 3D6 for Leadership, taking the lowest two dice.

Turtigon - Special Rules

Stats: As below

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Turtigon	8*	3	0	5	4	4	4	4	8

Aquatic: The Turtigon suffers no penalties for traveling in water, and cannot drown.

Hard Shell: The Turtigon has an armour save 5+ that is not modified by the strength of attacks against it (or other save modifiers).

Massive Beak: Two of the Turtigon’s attacks are a bite attacks. Each maw is a massively sharp, iron-hard beak that can easily slice through the thickest armour as if it were made of paper. An opponent damaged by these attacks suffers an additional -1 penalty to his armour save, for a total armour save penalty of -3 (-1 for the bite and -2 for Strength).

Breath Weapon: When the young Turtigon breathes, flames leap from its mouths. It can use these flames as a weapon if it wishes. This attack is made in the Shooting phase and may be made even if the Turtigon is involved in close combat. Simply place the small teardrop shaped template with the narrow end at one of the Turtigon’s mouths; any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a single S3 hit. Normal armour saves apply. Do not worry about any buildings the template may cover; the Turtigon’s fire is too weak to set them alight without prolonged exposure.

Loss of Heads: The strength of a Turtigon is based on two heads attacking and breathing from together. Because of this, once the Turtigon is reduced to 2 Wounds, one head has been taken out of action. The number of attacks drops to 2, and the Turtigon can make only one Beak attack each turn. In addition, the loss of heads makes for fewer flames when it breathes, so after 2 successful Wounds, the strength of the Turtigon's breath weapon is reduced to Strength 2.

1 MANY LEGGED MENACES

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Many Legged Menaces	5	3	0	5	4	4	1	2	10

Fear: Menaces cause Fear.

Large: Menaces are large models. They can be targeted by missile fire even when they are not the closest models, and all missile attacks against them receive a +1 to all hit rolls. They add +20 to your warband rating instead of +5.

Animal: Cannot gain experience. No penalty for attacking without weapons. Cannot climb, open doors, or carry items unless stated otherwise.

Specialty: You may either pick an animal type from the following, or roll randomly.

Gigantic Spider Special Rules

Stats: As above.

Chitinous Hide: It has an armour save of 4+.

Poisonous Bite: Any to wound rolls of 5 or 6 (rather than just a 6) are treated as critical hits.

Wall Walk: Gigantic Spiders may walk up and down walls without making Initiative tests. They may only jump up to 2" across or down, but this does count as a diving charge.

Gigantic Scorpion Special Rules

Stats: As above, but with 3 Attacks.

Chitinous Hide: It has an armour save of 4+.

Pinch and Sting: Two of the Scorpions attacks are Pincer attacks, resolved at S5. The third attack is a Sting attack, which is a poisonous attack. Against living models, it counts as a S5 attack that causes critical hits on a wound roll of 5-6. Against models that are immune to poison, it's a mere S3 attack that wounds like normal.

Emperor Crab Special Rules

Stats: As below

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Emperor Crab	5	4	0	4	5	4	4	2	8

Save: The Emperor Crab has an armour save 6+ that is not modified by the strength of attacks against it (or other save modifiers).

Pincer Attack: One of the Emperor Crab's attacks is a Pincer attack, which can chop off a head in an instant. It deals +1 on all Injury Rolls.

Aquatic: The Emperor Crab suffers no penalties for traveling in water, and cannot drown.

Beast of Nurgle – Special Rules

Stats: As below

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Beast of Nurgle	6	3	0	4	5	4	1	1D6+1	7

Tentacles: Each turn, pick a random opponent with more than one attack that's in base contact with the Beast. That opponent has one of his attacks prevented for the remainder of the turn.

Immune to Poison: Beasts are totally immune to all poisons and diseases.

Immune to Psychology: Beasts do not know the concept of fear. They automatically pass any Leadership-based test they are required to take.

Magical Aura: Due to the magical, intangible nature of Beasts they have a special Armour save of 5+. This is modified by the Strength of the attack as normal and is completely negated by magic weapons and spells. Beasts attacks are also considered as magical- they suffer no penalty for attacking unarmed.

Slime Trail: Any warrior that attacks the Beast from the rear suffers -1 to hit on all hand to hand combat attacks.

Bog Octopus - Special Rules

Stats: As below

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Bog Octopus	3	3	0	3	5	4	2	6	6

Aquatic: The Bog Octopus suffers no penalties for traveling in water, and cannot drown.

Tentacles: Each turn, pick a random opponent with more than one attack that's in base contact with the Octopus. That opponent has one of his attacks prevented for the remainder of the turn.

Waterbeast: Rather than appearing in the normal sense, a Bog Octopus will appear within a water terrain piece. If there are water terrain pieces on the board, the bog octopus will appear along with a 6" Diameter water terrain piece, which is placed in base contact with a random model on the triggering warband- this represents an overlooked sinkhole or flooded basement which the creature has been lying wait in.

Slippery Jack - Special Rules

Stats: As below

ANIMAL	M	WS	BS	S	T	W	I	A	LD
Slippery Jack	3*	3	0	6	4	4	3	2	10

Aquatic: The Slippery Jack suffers no penalties for traveling in water, and cannot drown. In fact, while in water, he moves not 3, but 2D6" inches.

Waterbeast: Rather than appearing in the normal sense, a Bog Octopus will appear within a water terrain piece. If there are water terrain pieces on the board, the bog octopus will appear along with a 6" Diameter water terrain piece, which is placed in base contact with a random model on the triggering warband- this represents an overlooked sinkhole or flooded basement which the creature has been lying wait in.

Watery Grave: The first time Jack takes an opponent out of action in combat, at the end of the round, Jack leaves the table, dragging the body of the injured model. Slippery Jack is removed from the table, but doesn't count as a casualty. The unfortunate victim rolls twice on the Serious Injury roll, and suffers whichever result is lower. (Or, if you have the Sartosa Add On PDF, you can use the Slippery Jack Injury table.)