



Monsters

Generic Monsters

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Basilisk	188	8"	4	3 Fixed	3	9 - Fearless	4 / 2 - Str (1) 1 / 3 - Str (2), d3 wounds	Gaze (12") : 2 / 4 Eldritch, D3 Wounds Natural	Base 4
Large Bat	26	12" Flying	1	0 - Evasion (1)	1	7	1 / 2 - Weak		Base: 1
Bear	27	12" Swimming	3	1	1	7	3 / 2 - Str (1)		Base: 4
Beastmen	16	8"	1	2	2	7	1 / 2 - Str (1)		Ram: 1 / 3 - Str (1)
Bugbears	19	6"	2	3	1	8	1 / 2 - Str (2)		Base 1
Chimera	338	8" Flying 15" Flying	6	3 - Fixed	4	9 Fearless	5 / 3 - Str (2)	Firebreath (12"): 1 / 3 Str (1) magic, 3d3 hits	Ramming: 1 / 4 Str (2), 2d3 wounds Base: 9
Cockatrice	48	12"	3	3	3	7 Fearless	2 / 3 Eldritch, d3 wounds		Base: 4
Cobras	66	8"	3	2 - Fixed, Evasion (1)	2	8	2 / 3 Str(1)	Spit (6") - 1 / 3 Eldritch, Natural	Base: 4
Cyclops	79	8"	5	2 - Missile +2	2	9 Fearless	2 / 3 Str (3), d3 wounds, or Sweep (8) / 2 Str (2)		Base: 9
Elephant	96	10"	5	1 Fixed	1	8	6 / 3 - Str (3)		Base: 9 Ram: 12 / 3, Str (2)
Giant Eagle	80	4" Flying 25" Flying	3	0 - Evasion (1)	2	9	3 / 3 - Str (1),		Base: 4
Griffin	78	12" Flying 20" Flying	4	1	3	9	4 / 3 - Str (1)		Base: 4
Elder Griffin	274	10" Flying 18" Flying	7	2	3	10 Fearless	6 / 3 - Str (2)		Base: 9 Fearsome
Harpy	37	15" Flying	2	0	3	7 Fearless	2/2		Base: 1
Horse	13	16"	1	0	1	7	1 / 2		Base: 2
Kobolds	7	8"	1	1	1	6	1 / 2 - Weak		Base: 1/2
Raptor Lizard	30	14"	2	0 - Evasion (1)	1	7	1 / 3 - Str (2)		Base: 2
Giant Lizard	97	10" Swimming	5	2 fixed	2	7	4 / 3 - Str (3)		Base: 9 Ram: 12 / 3, Str (2)
Lion	26	14"	2	0	1	7	3 / 3 - Str (1)		Base: 2
Manticora	104	10" Flying 18" Flying	5	1	3	8 Fearless	4 / 3 Str (2) 1 / 4 Str (2), d3 wounds		Base: 4
Manticore	139	10" Flying 18" Flying	5	1	3	8 Fearless	4 / 3 - Str (2)	Tail Spikes (6"): 3 / 3 - Str (1), Natural	Base: 4
Medusa	145	5"	3	0 - Evasion (1)	3	8	1 / 2	Gaze (12"), 2 / 4 Eldritch, d3 wounds, Natural	Base: 1 (or 2)
Nightmares	64	18"	2	3 Fixed	3	9 Fearless	2 / 3 - Str (1) Magical		Base: 2 Fearsome
Owlbear	45	8"	4	3	2	7 Fearless	3 / 3 Str (1)		Base: 4



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Panther	24	16"	2	1	1	7	2 / 3 Str (1)		Base: 2
Pegasus	63	20" 25" Flying	2	0 - Evasion (1)	2	8	2 / 2 - Str (1)		Base: 4
Phoenix	283	8" 20" Flying	6	3 - Fixed, Missile Immune, Regenerate	4	10 Fearless	6 / 3 - Str (2) Magical Fire, or; Sweep (12) / 3 - Str (1), Magical, Fire		Base 9 Fire Immune
Roc	327	6" 20" Flying	12	2 - Missile + 4	2	10 Fearless	2 / 3 - Str (3), 2d3 wounds 1 / 4 - Str (3), 3d3 wounds		Base: 9 Ram: 18 / 3 - Str (2)
Winged Sabertooth	68	12" 20" Flying	3	1	3	8	3 / 3 - Str (2)		Base: 4
Salamander	84	10"	3	2 - Fixed	3	8	2 / 3 Str (1) Fire	Fire Breath (9"): 1 / 3 Str (1) Fire, d3 hits, natural	Base 4 Fire Immune
Shadow	51	8"	2	0 Evasion (2)	2	7 Fearless	2 / 2 - Eldritch		
Giant Snake	70	8" Ignores Terrain	5	3	1	8	1 / 3 Str (3) 2d3 wounds; OR Sweep (10) / 2 Str (1)		Base: 9
Large Spider	19	8" Ignore Terrain	1	1	1	7	1 / 2 - Str (1), d3 wounds		Infiltrate (23)
Huge Spider	50	12" Ignore Terrain	3	2	2	7	2 / 3 - Str (2), d3 wounds		Base: 4 Infiltrate (63)
Giant Spider	88	12" Ignore Terrain	5	3 - Missile +2	2	8	2 / 3 Str (3) d3 wounds 2 / 3 Str (2)		Base: 9 Infiltrate (109)
Giant Insect	146	10"	5	4 - Missile +2	2	8 - Fearless	8 / 3 - Str (3)		Ram: 12 / 3 - Str(2) Base:9
Giant Scorpion	74	12" Rock Climber	5	3 - Missile +2	1	7	4 / 2 - Str (3) Tail - 1 / 4 - Str (3), d3 wounds		Base: 9
Sprite	56	10" Flying	1	0 - Evasion (1)	3	7	1 / 1	Magic (15"): 1 / 3 Eldritch hit	Base: 1/2
Unicorn	63	20"	2	2 fixed	5	9	3 / 3 - Str (2), magical		Base: 2
Viper	9	4" Ignores Terrain	1	0	1	7	1 / 2		Infiltrate (11)
Werewolf	79	10"	3	4 Fixed	3	8 Fearless	2 / 3 Str (2)		Fearsome, Base: 1
Wolf	14	18"	1	0	1	7	1 / 2		Base: 1 or 2
Winter Wolf	48	18"	2	0	3	9	1 / 3 Str (2) d3 wounds	Frost Breath (6") - 1 / 3 Eldritch, Natural	Base: 2
Dire Wolf	38	18"	2	0 - Evasion (1)	2	8	1 / 3 Str (2) d3 wounds		Base: 2
Warg	21	18"	2	0	1	8	1 / 2 Str (2) d3 wounds		Base: 2
Hydra --- Body --- Heads	140 +55	10"	6 +1	4 - Heads regenerate	4	10 - Fearless	4 / 2 - Str(4) 1 / 3 - Str(3) per remaining head	Fire Jet (6"): 1 / 3 Str (2) Magical, Fire, Natural	Fearsome Base 9 Heads die first Body is 140VP, each head is +55VP. Heads have 1 wound each, body has 4. Example: 6 Headed Hydra = 470VP



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Dragons & Similar Monsters

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Hatchling Dragon	247	8" 12" Flying	3	3 fixed	4	8 - Fearless	6 / 3 - Str (2)	Breath (12"): 1 / 3 Str (2) Magical, 2d3 hits, Natural	Base:4
Young Dragon	428	8" 15" Flying	5	4 fixed	4	9 - Fearless	8 / 3 - Str (2)	Breath (12"): 1 / 3 Str (2) Magical, 3d3 hits, Natural	Fearsome Base: 9
Adult Dragon	561	8" 20" flying	7	4 fixed	4	10 - Fearless	8 / 3 - Str (3)	Breath (12"): 1 / 3 Str (2) Magical, 4d3 hits, Natural	Fearsome Base: 9
Elder Dragon	704	8" 20" flying	9	4 fixed	4	11 - Fearless	10 / 3 - Str (3)	Breath (12"): 1 / 3 Str (2) Magical, 5d3 hits, Natural	Fearsome Base: 9
Hatchling Wyrms	84	10"	3	3 fixed	4	8 - Fearless	6 / 3 - Str (2)		Base:4
Young Wyrms	184	10"	5	4 fixed	4	9 - Fearless	8 / 3 - Str (2)		Fearsome Base: 9
Adult Wyrms	259	10"	7	4 fixed	4	10 - Fearless	10 / 3 - Str (3)		Fearsome Base: 9
Elder Wyrms	324	10"	9	4 fixed	4	11 - Fearless	12 / 3 - Str (3)		Fearsome Base: 9
Oriental Dragon	315	10" 20" Flying	7	4 fixed - Evasion (1)	4	10 - Fearless	8 / 3 - Str (3)		Fearsome Base: 9
Ice Drake	595	8" 20" flying	7	4 fixed	4	10 - Fearless	8 / 3 - Str (3)	Ice Breath (12"):10 / 3 Eldritch, Natural, Water	Fearsome Base 9 Water Immune
Fire Drake	604	8" 20" flying	7	4 fixed	4	10 - Fearless	8 / 3 - Str (3)	Fire Breath (12"): 1 / 3 Str (2) Magical, 4d3 hits, Fire, Natural	Fearsome Base 9 Fire Immune
Earth Drake	564	8" 20" flying	7	4 fixed	4	10 - Fearless	8 / 3 - Str (3)	Petrifying Breath(12") 1 / 3 - Eldritch, 3d3 hits, d3 Wounds, Natural, Earth	Fearsome Base 9 Earth Immune
Sky Drake	595	8" 20" flying	7	4 fixed	4	10 - Fearless	8 / 3 - Str (3)	Lightning breath(24"): 1 / 3 - Eldritch, 3d3 hits, Natural, Air	Fearsome Base 9 Air Immune
Fae Dragon	86	15" Flying	2	2 Fixed - Evasion (1)	3	8	1 / 2	Magic (15"): 1 / 3 Eldritch hit, Natural	Base 1
Dragon Turtle	444	6" 12" Swimming	7	4 Fixed	4	10 - Fearless	6 / 3 - Str (3) 1 / 3 - Str (4) 2d3 Wounds	Steam (12"): 1 / 3 Str (1) Magical, 5d3 Hits, Water	Base: 9
Hatchling Wyvern	95	8" 15" Flying	3	2 Fixed	2	8	3 / 3 - Str (2) 1 / 4 - Str (2), d3 wounds, First Strike		Base: 4
Young Wyvern	137	8" 20" flying	4	3 Fixed	3	9	4 / 3 - Str (2)		Base: 9
Adult Wyvern	193	8" 20" flying	6	3 Fixed	4	9 Fearless	4 / 3 - Str (2)		Base: 9
Elder Wyvern	292	8" 20" flying	7	3 Fixed	4	10 Fearless	5 / 3 - Str (2)		Base: 9
Doom Serpent	165	10"	6	3 Fixed Evasion (1)	2	9 Fearless	1 / 3 Str(3) d3 wounds Sweep (10) / 2 Str (1)	Dark Fire (6") - 1 / 3 Str(1) magical, d3 wounds, Natural	Base: 9



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Elementals

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Fire Elemental	128	8"	4	3 fixed - Missile Immune	3	9 Fearless	5 / 3 - Str (2), Magical		Base 4 Fire Immune
Earth Elemental	134	5"	4	5 - Missile Immune	3	9 Fearless	2 / 3 - Str (4), d3 wounds		Base 4 Earth Immune
Water Elemental	128	8"	4	3 fixed - Missile Immune	3	9 Fearless	5 / 3 - Str (2), Magical		Base 4 Water Immune
Air Elemental	152	15" Flying	4	3 fixed - Missile Immune, Evasion (1)	3	9 Fearless	Sweep (4) / 4 - Str (1) Magical		Base 4 Air Immune

Giants & Similar Creatures

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Ettin	246	8"	6	2, Missile +2	2	8 - Fearless	4 / 3 - Str (4), d3 wounds or; 2 Sweeps (10) / 3 - Str(3)	Rocks (15"): 2 / 2 Str (2), d3 wounds, natural	Base: 9
Firbolg	85	8"	4	3 Fixed	4	9	1 / 3 Str (2) d3 wounds; OR Sweep (5) / 3 Str (2)		Base 4 Fire Immune
Giant	147	8"	6	2 - Missile +2	2	8 - Fearless	2 / 3 - Str (4), d3 wounds or; Sweep (10) / 3 - Str (3)	Rocks (15"): 1 / 2 Str (2), d3 wounds, natural	Base: 9
Minotaur	59	8"	4	2	2	9 Fearless	3 / 3 - Str (2)		Base 4 Ram: 2 / 3, Str(2)
Ogre	34	6"	3	2	1	9	2 / 3 - Str (3)		Base: 4
Titan	385	8"	8	3 fixed, Missile +2	4	9 - Fearless	2 / 4 - Str (4), d3 wounds or; Sweep (10) / 4 - Str (4)	Lightning (24"): 3 / 3 - Eldritch, Natural	Base: 9
Troll	62	6"	3	2 - Fixed, Regenerate	3	9 Fearless	2 / 3 - Str (2)		Base: 4
Treeman	118	8" - Forester	5	3 - Fire Sensitive, Missile Immune	3	10 - Fearless	4 / 3 - Str (2) or; 1 / 4 - Str (4), d3 wounds		Base: 4
Forest Titan	420	8"	8	4 - Fixed, Fire Sensitive, missile Immune	4	10 Fearless	2/4-Str (4) d3 wounds or; sweep(10)/4 - Str (2)	Thorns (12"): 1 / 3 Str (2), 3d3 hits, Natural	Base: 9



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Golems

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Clay Golem	18	5"	2	4 - Water Sensitive, Slow	3	7 Fearless	2 / 2 - Str (2) Last Strike		
Wood Golem	25	5"	3	4 - Fire Sensitive, Slow	3	7 Fearless	2 / 2 - Str (3) Last Strike		
Metal Golem	42	5"	3	5 - Lightning Sensitive, Slow	3	7 Fearless	2 / 2 - Str (3) Last Strike, d3 wounds		
Stone Golem	45	5"	3	5 - Slow	3	7 Fearless	2 / 2 - Str (3) Last Strike, d3 wounds		
Greater Clay Golem	34	5"	4	4 - Water Sensitive, Slow	3	8 Fearless	4 / 2 - Str (2) Last Strike		Base: 4
Greater Wood Golem	43	5"	5	4 - Fire Sensitive, Slow	3	8 Fearless	4 / 2 - Str (3) Last Strike		Base: 4
Greater Metal Golem	72	5"	5	5 - Lightning Sensitive, Slow	3	8 Fearless	4 / 2 - Str (3) , d3 wounds, Last Strike		Base: 4
Greater Stone Golem	77	5"	5	5 - Slow	3	8 Fearless	4 / 2 - Str (3) , d3 wounds, Last Strike		Base: 4