

**BEASTMEN:**

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>
<b>Bestigor</b>	4/4+	4	6	2	1	7

**Points: 15****Wargear:**

Two Handed Weapon

Banner +25 points

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>
<b>Gor</b>	4/4+	4	5	2	1	5

**Points: 12****Wargear:**

Hand Weapons

Banner +25 points

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>
<b>Ungor/Gnolls</b>	3/5+	3	4	1	1	2

**Points 5****Wargear:**

Hand Weapons

Shield +1 point

Banner +25 points

Bow +1 point

Spear +1 point

Two Handed Weapon Free

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>
<b>Centaur</b>	4/5+	4	5	2	1	6

**Points 15      Move 8"****Hate Elves and Dwarves:** Re-roll 1s when wounding Elves or Dwarves.**Feel No Pain:** Ignore rules on a 6+ as though spending a Fate point. Does not stack with Fury.**Wargear:**

Hand Weapons

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>
<b>Minotaurs</b>	5/5+	6	5	3	3	3

**Points 60      Terror, Move 8"****Bull Charge:** When charging the Minotaur can charge through friendly models with a smaller base, they take a S3 hit. If they end their move on a friendly model it is removed as a casualty.**Wargear:**

Hand Weapons

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>
<b>Shaggoth</b>	7/5+	7	7	3	3	3

**Points 100**

**Wargear:**

Hand Weapon

**Terror, Throw Stones**

Throwing Weapons +5 points (range 8" S4)

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>	<b>Might</b>	<b>Will</b>	<b>Fate</b>
<b>Cygor</b>	7/5+	7	8	3	3	4	2	1	1

**Points 140**

**Wargear:**

Hand Weapon

**Terror, Throw Stones**

Throwing Weapons +5 points (range 8" S4)

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>	<b>Might</b>	<b>Will</b>	<b>Fate</b>
<b>Beastman Captain</b>	5/4+	5	5	2	2	4	2	1	1

**Points 50**

**Wargear:**

Hand Weapon, Armour

Heavy Armour 5

Bow 5

Shield 5

Two Handed Weapon Free

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>	<b>Might</b>	<b>Will</b>	<b>Fate</b>
<b>Beastman Shaman</b>	4/4+	4	4	1	2	4	1	3	1

**Points 50**

**Wargear:**

Spear

**Magic:** Transfix 12" 5+ Fury 6" 3+

Armour 5

**LIZARDMEN:**

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>
<b>Skinks</b>	3/4+	3	4	1	1	3

**Points 6**      **Poison Darts: Re-roll 1s for wounds when shooting.**

**Wargear:**

Hand Weapon      Throwing Spears +2 points  
Spears +1 point      Shields +1 point  
Blowpipe +1 point      Banner +25 points

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>
<b>Saurus</b>	4/4+	4	5	1	1	3

**Points 9**

**Wargear:**

Hand Weapon      Shield +1 point  
Spear +1 point      Mount on Cold One +7 points  
Bow +1 point      Banner +25 points

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>
<b>Snake Men</b>	4/4+	3	4	1	1	3

**Points 8**      **Poisoned Weapons: Re-roll rolls of 1 to wound.**

**Wargear:**

Hand Weapon      Shield +1  
Spear +1      Banner +25  
Bow +1

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>
<b>Abomination</b>	5/6+	5	6	2	2	2

**Points 23**

**Wargear:**

Hand Weapon  
Two Handed Weapon Free

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>
<b>Croc</b>	6/5+	6	6	3	3	3

**Points 80**

**Wargear:**

Hand Weapons

**Terror, Throw Stones**

Throwing Weapons +5 points (range 8" S4)

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>
<b>Big Croc</b>	7/5+	7	7	3	3	3

**Points 100**

**Wargear:**

Hand Weapon

**Terror, Throw Stones**

Throwing Weapons +5 points (range 8" S4)

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>
<b>Ankylosaurus</b>	3/6+	6	7	3	4	2

**Points 125**

**Wargear:**

10 Crew with bows (1 driver and 9 archers)

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>
<b>Skink Crew</b>	3/5+	3	4	1	1	2

**Terror, Slam** (each enemy contacted by a charge take S6 hit. If all contacted models are slain, the charge continues, potentially crushing more enemies in it's path)

**Battle Platform:** The 9 crew can shoot each turn even if the beast moves or is in combat. If shot at, the armour counts as In The Way rather than randomizing as usual. Slain crew should be recorded. If the driver is slain another crew drops their bow to take it's place. If the beast is slain all crew must roll on the Thrown Rider table.

**Dead Weight:** If the beast is slain in melee, all crew and models within 2" take a S6 hit on a roll of 4+.

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>
<b>Giant Snake</b>	4/6+	5	3	2	2	3

**20 points**

**Poison:** Re-roll 1s when rolling to wound, **Movement:** ignore difficult terrain and climbing, but not leaping.

Name	Fight	Strength	Defense	Attacks	Wounds	Courage
Pterodon	3/5+	4	4	2	2	3

25 points

Move 12", Flying

**Claws:** When charging, enemy defense is dropped to 3 for attacks from the Pterodon.

**Pluck:** If the Pterodon moves over a man sized or smaller model, once per turn it inflicts a S4 hit on a 4+ and knocks the model down on another 4+.

Name	Fight	Strength	Defense	Attacks	Wounds	Courage
Skinks	3/4+	3	4	1	1	3

Points 9

Poison Darts: Re-roll 1s for wounds when shooting.

**Wargear:**

Hand Weapon

Throwing Spears

Shields

Name	Fight	Strength	Defense	Attacks	Wounds	Courage	Might	Will	Fate
Carnosaur	7/2+	7	9	4	9	4	3	3	3

Points 300

Resistant to Magic, Terror, Harbinger of Evil, Draconic Charge, Survival Instinct

Move 6"

Name	Fight	Strength	Defense	Attacks	Wounds	Courage	Might	Will	Fate
Hydra	6/3+	6	6	6	6	2	1	5	1

Points 250

Resistant to Magic, Terror, Harbinger of Evil.

Move 6"

**Many Heads:** The hydra can make a shooting attack 6" range S3. If hit and not slain, the model is dragged into base contact. This movement and the shooting ignore models in the way, and the model does not count as charging. If there is no space to put the model it is not moved.

**Target the Heads:** Each wound the Hydra loses also reduces its attacks by 1.

**Water Dweller:** The hydra is not slowed by water, always rolls a 6 on swimming and doubles its movement when entirely within a water feature.

Name	Fight	Strength	Defense	Attacks	Wounds	Courage	Might	Will	Fate
Anathema	7/2+	7	9	4	9	4	3	3	3

Points 115

Terror, Poison (re-roll ANY failed wound rolls)

**Move 10"**, ignore difficult terrain and climbing, but not leaping. Charges as a Monstrous Mount.

**Progeny:** During its move, the Anathema can spend a Will to spawn a snake spawn base, anywhere partially within 3". They can move and charge when spawned. Multiple can be summoned in one turn, snake spawn do not count toward the model total for Break points. **Move 6"**

Name	Fight	Strength	Defense	Attacks	Wounds	Courage
Snakes	2/6+	3	3	1	1	2

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>	<b>Might</b>	<b>Will</b>	<b>Fate</b>
<b>Spinosaur</b>	7/2+	7	7	4	7	4	3	3	3

**Points 300**                      **Resistant to Magic, Terror, Harbinger of Evil, Draconic Charge, Survival Instinct**

### **Move 6"**

**Magic:** The priest on the back of the Spinosaur can cast one of these spells using one dice without reducing the Will store. This can be boosted by spending Will as normal.

Transfix 12" 3+, Compel 12" 4+, Sap Will 12" 4+

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>	<b>Might</b>	<b>Will</b>	<b>Fate</b>
<b>Saurus Captain</b>	5/4+	5	5	2	2	4	2	1	1

**Points 50**

### **Wargear:**

Hand Weapon, Armour

Mount 10

Bow 5

Two Handed Weapon Free

Shield 5

Mount 10

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>	<b>Might</b>	<b>Will</b>	<b>Fate</b>
<b>Shaman</b>	4/4+	4	4	1	2	4	1	3	1

**Points 50**

### **Wargear:**

Spear

**Magic:** Transfix 12" 5+ Fury 6" 3+

Armour 5

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>	<b>Might</b>	<b>Will</b>	<b>Fate</b>
<b>Snake or Skink Captain</b>	4/4+	4	5	2	2	4	2	1	1

**Points 45**

### **Wargear:**

Hand Weapon

Spear 5

Bow 5

Armour 5

**CHAOS WARRIORS:**

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>
<b>Marauder</b>	3/4+	4	4	1	1	3

**Points 7****Wargear:**

Hand Weapon

Two Handed Weapon Free

Bow +1 Points

Banner +25 Points

Shield +1 Points

Horse +5 Points

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>
<b>Chaos Warrior</b>	4/4+	3	6	1	1	4

**Points 9      Terror****Wargear:**

Hand Weapon, Shield, Heavy Armour

War Horn +20 Points

Banner +25 Points

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>
<b>Chaos Knight</b>	4/4+	3	6	1	1	4

**Points 20      Terror, Armoured Horse Move 10"****Wargear:**

Hand Weapon, Shield, Heavy Armour, Lance

War Horn +20 Points

Banner +25 Points

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>
<b>Hound</b>	3/4+	4	4	1	1	2

**Points 8      Move 10"**

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>
<b>Ogre</b>	6/5+	6	6	3	3	3

**Points 80      Terror, Throw Stones****Wargear:**

Hand Weapons

Throwing Weapons +5 points (range 8" S4)

Name	Fight	Strength	Defense	Attacks	Wounds	Courage
Daemon Prince	7/3+	5	5	3	3	7

**Points 75**      **Terror, Resistant to Magic, Move 8"**

**Murderous Power:** When killing an enemy model, this model regains one wound, up to it's max.

Name	Fight	Strength	Defense	Attacks	Wounds	Courage	Might	Will	Fate
Charioteer	6/4+	4	6	2	2	5	2	2	1
Name	Fight	Strength	Defense	Attacks	Wounds	Courage			
Chariot	0	3	7	0	3	0			

**Points 120**      **Move 10"**

**Chariot:** The chariot counts as a Monstrous Mount but cannot leap over obstacles and if it rolls a 1 when jumping chasms or streams it is destroyed. The charioteer counts as not moving and as infantry for using weapons.

**Commanding Presence:** The chariot counts as a banner.

**Wargear:**

Heavy Armour, Elven Blade (Halberd)

Name	Fight	Strength	Defense	Attacks	Wounds	Courage	Might	Will	Fate
Chaos Sorcerer	4/4+	4	5	2	2	4	1	4	1

**Points 60**      **Magic:** Drain Courage 12" 2+, Terrifying Aura 2+, Transfix 12" 3+, Sap Will 12" 4+

Name	Fight	Strength	Defense	Attacks	Wounds	Courage	Might	Will	Fate
Chaos Captain	5/4+	4	6	2	2	5	2	1	1

**Points 60**      **Terror**

**Wargear:**

Heavy Armour, Hand Weapon

Two Handed Weapon Free

Shield +5

Armoured Horse +15

Name	Fight	Strength	Defense	Attacks	Wounds	Courage	Might	Will	Fate
Chimera	7/2+	7	7	4	7	4	3	3	3

**Points 350**      **Resistant to Magic, Terror, Harbinger of Evil, Draconic Charge, Survival Instinct**

**Move 12", Flying.**      **Breath Fire:** 12" shoot, S10, hits other models within 2", kills ignoring wounds.

Name	Fight	Strength	Defense	Attacks	Wounds	Courage	Might	Will	Fate
Chaos Spawn	5/5+	6	5	2	3	3	1	3	1

**Points 75**      **Terror, Spawn (no Stand Fast), Move 10"**

**For Chaos Lord on Juggernaut use Azog on White Warg with Mace and Heavy Armour. 225 points.**



### **UNDEAD:**

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>
<b>Skeleton</b>	3/4+	3	7	1	1	6

**Points 15     Terror**

**Blade of Fear:** When rolling to wound, use enemy models Courage rather than Defense.

#### **Wargear:**

Hand Weapon

Spear +1

Bow +1

Banner +25

Shield +1

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>
<b>Skeleton Cavalry</b>	3/4+	3	7	1	1	6

**Points 24     Terror, Move 10" on horse**

**Blade of Fear:** When rolling to wound, use enemy models Courage rather than Defense.

#### **Wargear:**

Hand Weapon, Shield, Horse

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>	<b>Might</b>	<b>Will</b>	<b>Fate</b>
<b>Skeleton King</b>	4/4+	4	8	1	2	7	0	6	3

**Points 100     Terror**

**Blade of Fear:** When rolling to wound, use enemy models Courage rather than Defense.

**Drain Soul:** Wounds inflicted by the King kill regardless of Wounds remaining, though Fate points can be spent as normal.

**Lord of the Dead:** The Skeleton King's Stand Fast only works on other Skeletons.

#### **Wargear:**

Hand Weapon

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>
<b>Zombie</b>	2/5+	3	3	1	1	2

**Points 4                     Move 5"**

**Horde:** Models with this rule can support other models with this rule as though they had spears.

**Relentless:** Models with this rule automatically count as rolling a 6 for climb checks.

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>
<b>Ghoul</b>	3/5+	4	4	2	1	2

### Points 8

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>
<b>Hound</b>	3/4+	4	4	1	1	2

Points 8	Move 10"
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<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>	<b>Might</b>	<b>Will</b>	<b>Fate</b>
<b>Barrow Wight</b>	3/4+	2	7	1	1	6	0	5	0

Points 50	Terror
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**Magic:** Paralyze 6" 4+ Paralyzed model is knocked down, auto-losing Fights until it recovers by rolling at the end of the Fight phase. Friendly models in contact that do nothing but help can allow a model to roll an extra dice.

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>	<b>Might</b>	<b>Will</b>	<b>Fate</b>
<b>Vampire Lord</b>	6/4+	8	5	*	4	*	3	3	0

Points 200	Terror, Resistant to Magic, Move 12" Flying
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**Immortal Hunger:** When the Vampire slays a model it regains a wound lost earlier in the battle.

**Strength from Feeding:** A vampire always has Attacks and Courage equal to it's current Wounds value.

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>	<b>Might</b>	<b>Will</b>	<b>Fate</b>
<b>Zombie Dragon</b>	7/2+	7	7	4	7	4	3	3	3

Points 350	Resistant to Magic, Terror, Harbinger of Evil, Draconic Charge, Survival Instinct
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**Move 12", Flying.**      **Breath Fire:** 12" shoot, S10, hits other models within 2", kills ignoring wounds.

<i>Name</i>	<b>Fight</b>	<b>Strength</b>	<b>Defense</b>	<b>Attacks</b>	<b>Wounds</b>	<b>Courage</b>	<b>Might</b>	<b>Will</b>	<b>Fate</b>
<b>Orcus</b>	9/4+	8	10	3	5	7	3	6*	0

Points 375	Terror, Harbinger of Evil
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**Lord of Death:** Orcus can use one Will per turn without depleting his store.

**Unstoppable:** If Orcus wins a fight he can choose to strike three times as normal or strike all friends or foes in base contact and all those supporting with spears once.

**Magic:**

Drain Courage 18" 2+, Transfix 18" 2+, Compel 18" 3+, Sap Will 18" 3+, Chill Soul 18" 4+