

◆ LEVEL 3 MONSTER TABLE - LUSTRIA ◆

D100	Monster	W	M	WS	BS	S	T	Arm	I	A	Dam	Gold	No.	Special Rules
1	Roll on Level 4 Monster table													
2	Roll on Level 4 Monster table													
3	Roll twice on this table													
4	Pygmies & Pygmy Champion & Pygmy Shaman	3 5 8	4 4 4	3 4 2	4+ 3+ 5+	2 3 2	2 2 2	- - -	3 4 4	1 1 1	1D6 1D6 1D6	60 150 300	12 1 1	Ambush 4+; Armed with [1-3] Blowpipes (Str 1, Poison) or [4-6] Spears. Ambush 4+; Armed with [1-3] Blowpipes (Str 3, Poison) or [4-6] Magic Weapon. Pygmy Magic 1.
5	Saurus	10	4	3	-	4	4 (6)	2	1	2	1D6	150	2D6	Armed with [1-3] Spears (Fight in Ranks) or [4-6] Axes; Bite Attack.
6	Giant Scorpions	20	5	3	-	5	6	-	1	2	2D6	450	1D3	Sting (2D6).
7	Gors & Ungors	6 3	4 4	4 3	4+ 5+	3 3	4 4	- -	3 3	1 1	1D6 1D6	100 60	2D6 12	Throw Spear (Str 3). Throw Spear (Str 2).
8	Carrion	10	8	3	-	3	3	-	4	S	1D6	450	1D3	Carrion Attack (Ambush, Magic A); Fear 6; Fly.
9	Dark Elf Warriors & Dark Elf Scouts	6 6	5 5	4 4	3+ 2+	3 3	3 (4) 3	1 -	6 7	1 1	1D6 1D6	100 140	1D6+2 1D6+2	Armed with [1-2] Crossbows (Str 4), [3-4] Spears (Fight in Ranks) or [5-6] Swords; Dodge 6+; Hate Elves. Dodge 5+; Hate Elves; Never Pinned.
10	Minotaurs & Ogres	15 13	6 6	4 3	4+ 5+	4 4	4 5	- -	3 3	2 2	2D6 1/2 (5+)	440 400	1D3 1D3	Fear 5. Fear 5.
11	Vampire Bats & Giant Bats	1 1	8 8	2 2	- -	2 2	2 2	- -	1 1	1 1	1D6 1D6	25 15	6 6	Ambush, Magic A; Fly; Poison Attack. Ambush A; Fly.
12	Skinks (mounted on) Terradons	2 18	6 10	2 3	4+ -	3 4	2 (3) 4 (6)	1 2	4 2	1 1	1D6 1/2 (5+)	40 400	1D3 Special	Armed with [1-2] Short Bows (Str 1), [3-4] Javelins or [5-6] Swords; Poison. -
13	Lions	15	9	4	-	5	4	-	6	2	2D6	425	1D3+2	-
14	Amazon Warriors (mounted on) Warhorses	10 8	5 8	3 3	4+ -	3 3	3 (4) 3 (4)	1 1	4 3	1 1	1D6 1D6	110 90	1D6 Special	Armed with [1-2] Bows (Str 3), [3-4] Spears (Fight in Ranks) or [5-6] Swords. -
15	Savage Orcs (mounted on) War Boars	5 12	4 7	3 4	4+ -	3 3	4 4	- -	2 3	1 1	1D6 1D6	65 110	6 Special	Armed with [1-3] Bows (Str 4) or [4-6] Swords; Tattoos 6+. Impale.
16	Skaven Gutter Runners & Skaven Assassins	5 7	6 6	4 5	3+ 3+	4 4	3 3	- -	5 5	1 2	1D6 1D3	120 300	1D6 1D3	Ambush 4+ Ambush A; Assassinate 6+; Dodge 5+; Armed with Weeping Blade.
17	Rat Ogres	20	6	4	-	5	5	-	5	2	2D6	500	3	Fear 5.
18	Ancestor Spirits	4	4	3	5+	2	3	-	3	1	Special	250	2D6	Chill 1; Ethereal -1; Fear 3.
19	Trolls	30	6	3	6+	5	4	-	1	3	2D6	650	1D3	Fear 5; Regenerate 2*; Vomit.
20	Wights	14	4	3	-	3	4 (6)	2	3	1	2D6	370	1D6	Fear 7.
21	Chameleon Skinks & Chameleon Skink Champion & Skink Shaman	2 5 3	6 6 6	2 3 2	4+ 3+ 4+	3 4 3	2 (3) 2 (3) 3 (4)	1 1 1	4 5 5	1 2 1	1D6 1D6 1D6	60 160 300	12 1 1	Ambush 4+; Armed with Blowpipe (Str 1); Chameleon; Poison. Ambush 4+; Armed with Blowpipe (Str 2); Chameleon; Magic Item; Poison. Lizardman Magic 1.
22	Forest Goblins & Forest Goblin Big Boss	2 10	4 4	2 4	5+ 2+	3 4	3 4	- -	2 4	1 3	1D6 1D6	20 330	12 1	Armed with [1-2] Bows (Str 1), [3-4] Spears or [5-6] Swords; Tattoos 6+. Magic Resistance 6+ (Ring); Magic Weapon; Tattoos 5+.
23	Pygmies & Pygmy Chieftain	3 8	4 4	3 5	4+ 2+	2 3	2 3	- -	3 4	1 2	1D6 1/2 (5+)	60 250	12 1	Ambush 4+; Armed with [1-3] Blowpipes (Str 1, Poison) or [4-6] Spears. Ambush 4+; Magic Item; Magic Weapon.
24	Bestigors	18	4	5	4+	4	4	-	3	1	1D6	200	1D6	Throw Spear (Str 5).
25	Ghouls	4	4	2	-	3	4	-	3	2	1D6	80	12	Break; Fear 4.
26	Skaven Stormvermin & Skaven Clanrats	5 3	5 5	4 3	4+ 4+	4 3	3 (4) 3	1 -	5 4	1 1	1D6 1D6	95 40	2D6 2D6	- -
27	Crocodiles	12	3	4	-	5	4	-	4	1	1D6	140	1D6+1	Crocodile Attack.

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28	Plaguebearers of Nurgle	9	4	5	2+	4	3	-	6	2	1D6	200	1D6+4	Daemonic -1; Fear 5; Plague.
29	Skinks &	2	6	2	4+	3	2 (3)	1	4	1	1D6	40	1D6+6	Armed with [1-2] Short Bows (Str 1), [3-4] Javelins or [5-6] Swords; Poison.
	Chameleon Skinks &	2	6	2	4+	3	2 (3)	1	4	1	1D6	60	1D6+6	Ambush 4+; Armed with Blowpipe (Str 1); Chameleon; Poison.
	Skink Champion	5	6	3	3+	4	2 (3)	1	5	2	1D6	130	1	Armed with [1-2] Short Bows (Str 3), [3-4] Javelins (Fight in Ranks) or [5-6] Swords; Magic Item; Poison.
30	Skaven Clanrats &	3	5	3	4+	3	3	-	4	1	1D6	40	12	-
	Skaven Clanrat Champion	11	5	4	3+	4	3 (5)	2	5	2	2D6	270	1	Magic Weapon; Never Pinned.
31	Lions	15	9	4	-	5	4	-	6	2	2D6	425	1D3+2	-
32	Giant Snakes	18	6	3	-	4	4	-	3	3	2D6	570	3	Coil; Poison.
33	Savage Orcs &	5	4	3	4+	3	4	-	2	1	1D6	65	12	Armed with [1-3] Bows (Str 4) or [4-6] Swords; Tattoos 6+.
	Savage Orc Shaman	18	4	3	5+	3	5	-	3	1	1D6	600	1	Magic Resistance 6+; Magic Weapon; Orc & Goblin Magic 1; Tattoos 6+.
34	Pygmies &	3	4	3	4+	2	2	-	3	1	1D6	60	12	Ambush 4+; Armed with [1-3] Blowpipes (Str 1, Poison) or [4-6] Spears.
	Pygmy Champion &	5	4	4	3+	3	2	-	4	1	1D6	150	1	Ambush 4+; Armed with [1-3] Blowpipes (Str 3, Poison) or [4-6] Magic Weapon.
	Pygmy Witchdoctor	8	4	2	5+	2	3	-	5	1	1D6	450	1	Voodoo 1.
35	Chaos Warriors	12	4	6	1+	4	4 (6)	2	6	2	1D6	240	6	-
36	Nurglings	2	4	3	4+	3	3	-	4	2	1D6	50	2D6	Ambush A; Daemonic -1; Fear 4; Gang Up; Plague.
37	Dark Riders (mounted on)	6	5	4	3+	3	3	-	6	1	1D6	100	6	Never Pinned; Hate Elves.
	Dark Steeds	8	9	3	-	3	3	-	4	1	1D6	90	Special	Never Pinned; Hate All Living.
38	Carrion	10	8	3	-	3	3	-	4	S	1D6	450	1D3	Carrion Attack (Ambush, Magic A); Fear 6; Fly.
39	Saurus	10	4	3	-	4	4 (6)	2	1	2	1D6	150	2D6	Armed with [1-3] Spears (Fight in Ranks) or [4-6] Axes; Bite Attack.
40	Wights	14	4	3	-	3	4 (6)	2	3	1	2D6	370	1D6	Fear 7.
41	Flesh Hounds	14	10	5	-	5	4 (6)	2	6	2	1/2 (6+)	230	1D6	Collar of Khorne; Daemonic -1; Fear 5; Gang Up.
42	Gorillas	18	4	3	6+	5	4	-	4	2	3D6	580	1D3	Hug 5+.
43	Skaven Stormvermin &	5	5	4	4	4	3 (4)	1	5	1	1D6	95	12	-
	Skaven Stormvermin Champion	10	5	4	4	4	3 (4)	1	5	1	1D6	110	1	Armed with Halberds (Fight in Ranks).
44	Ghosts	16	4	2	-	-	3	-	3	1	Special	-	1D6+2	Chill 1; Ethereal -1; Fear 6.
45	Chaos Warriors (mounted on)	12	4	6	1+	4	4 (6)	2	6	2	1D6	240	1D3	-
	Warhorses &	8	8	3	-	3	3 (4)	1	3	1	1D6	90	Special	-
	Chaos Knight (mounted on)	18	4	6	1+	4	4 (7)	3	6	2	1D6	500	1	Magic Armour; Magic Weapon.
	Chaos Steed	12	8	4	-	4	4 (6)	2	4	1	2D6	180	Special	-
46	Tomb Guardians	13	4	3	6+	3	3 (4)	1	2	1	2D6	110	1D6	Fear 5; Regenerate 1.
47	Amazon Warriors	10	5	3	4+	3	3 (4)	1	4	1	1D6	110	2D6	Armed with [1-2] Bows (Str 3), [3-4] Spears (Fight in Ranks) or [5-6] Swords.
48	Skinks &	2	6	2	4+	3	2 (3)	1	4	1	1D6	40	12	Armed with [1-2] Short Bows (Str 1), [3-4] Javelins or [5-6] Swords; Poison.
	Skink Shaman &	3	6	2	4+	3	3 (4)	1	5	1	1D6	300	1	Lizardman Magic 1.
	Skink Champion	5	6	3	3+	4	2 (3)	1	5	2	1D6	130	1	Armed with [1-2] Short Bows (Str 3), [3-4] Javelins (Fight in Ranks) or [5-6] Swords; Magic Item; Poison.
49	Gigantic Spiders &	20	5	3	-	3	4	-	1	2	Special	450	1D3	Web (1D6).
	Giant Spiders	1	6	2	-	1	2	-	1	1	Special	15	6	Web (1D3).
50	Skaven Stormvermin &	5	5	4	4	4	3 (4)	1	5	1	1D6	95	2D6	-
	Skaven Assassins	7	6	5	3+	4	3	-	5	2	1D6	300	1D3	Ambush A; Assassinate 6+; Dodge 5+; Armed with Weeping Blade.
51	Saurus	10	4	3	-	4	4 (6)	2	1	2	1D6	150	1D6+6	Armed with [1-3] Spears (Fight in Ranks) or [4-6] Axes; Bite Attack.
52	Zombies &	5	4	2	-	3	3	-	1	1	1D6	40	2D6	Fear 3.
	Ghouls	4	4	2	-	3	4	-	3	2	1D6	80	2D6	Break; Fear 4.
53	Forest Goblins (mounted on)	2	4	2	5+	3	3	-	2	1	1D6	20	6	Armed with [1-2] Bows (Str 1), [3-4] Spears or [5-6] Swords; Tattoos 6+.
	Great Spiders	10	7	3	-	2	3	-	1	1	Special	40	Special	Web (1D3+1).
54	Stone Trolls	30	6	3	6+	5	5	-	1	3	2D6	650	1D3	Fear 5; Magic Drain 6+; Regenerate 2*.

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55	Ancestor Spirits	4	4	3	5+	2	3	-	3	1	Special	250	1D6+6	Chill 1; Ethereal -1; Fear 3.
56	Amazon Warriors &	10	5	3	4+	3	3 (4)	1	4	1	1D6	110	1D6	Armed with [1-2] Bows (Str 3), [3-4] Spears (Fight in Ranks) or [5-6] Swords.
	Kalim Devout	15	5	5	2+	3	3 (4)	1	7	1	1D6	300	3	Armed with [1-3] Spears (Fight in Ranks) or [4-6] Swords; Ignore Pain 1.
57	Pink Horrors of Tzeentch	8	4	5	2+	4	3	-	6	2	1D6	200	6	Daemonic -1; Die → Blue Horrors; Fear 6; Magic Resistance 6+.
	Blue Horrors of Tzeentch	4	4	3	4+	3	3	-	7	1	1D6	100	Special	Daemonic -1; Fear 4; Magic Resistance 6+.
58	Pygmies &	3	4	3	4+	2	2	-	3	1	1D6	60	12	Ambush 4+; Armed with [1-3] Blowpipes (Str 1, Poison) or [4-6] Spears.
	Pygmy Chieftain	8	4	5	2+	3	3	-	4	2	1/2 (5+)	250	1	Ambush 4+; Magic Item; Magic Weapon.
59	Savage Orcs	5	4	3	4+	3	4	-	2	1	1D6	65	12	Armed with [1-3] Bows (Str 4) or [4-6] Swords; Tattoos 6+.
60	Witch Elves &	11	5	4	3+	3	3	-	6	1	1D6	140	1D6+3	Frenzy 4+; Hate Elves.
	Witch Elf Champion	13	5	5	2+	4	3	-	7	2	1D6	600	1	Frenzy 3+; Hate Elves.
61	Saurus &	10	4	3	-	4	4 (6)	2	1	2	1D6	150	6	Armed with [1-3] Spears (Fight in Ranks) or [4-6] Axes; Bite Attack.
	Skinks	2	6	2	4+	3	2 (3)	1	4	1	1D6	40	2D6	Armed with [1-2] Short Bows (Str 1), [3-4] Javelins or [5-6] Swords; Poison.
62	Chaos Hounds	8	6	4	-	4	4 (6)	2	4	2	1D6	160	6	Ambush 5+; Gang Up.
63	Gors	6	4	4	4+	3	4	-	3	1	1D6	100	12	Throw Spear (Str 3).
64	Daemonettes of Slaanesh	15	4	6	2+	4	3	-	6	3	1D6	300	1D6	Ambush 5+; Daemonic -1; Fear 6; Magic Resistance 6+.
65	Minotaurs &	15	6	4	4+	4	4	-	3	2	2D6	440	1D3	Fear 5.
	Ogres	13	6	3	5+	4	5	-	3	2	1/2 (5+)	400	1D3	Fear 5.
66	Coatl	15	8	3	-	3	3 (4)	1	2	2	2D6	500	3	Fly.
67	Giant Scorpions	20	5	3	-	5	6	-	1	2	2D6	450	1D3	Sting (2D6).
68	Skeletons (mounted on)	5	4	2	5+	3	3	-	2	1	1D6	80	6	Armed with [1-2] Bows (Str 3), [3-4] Spears or [5-6] Swords; Fear 5; Regenerate 1.
	Skeletal Steeds	6	8	2	-	3	3	-	2	1	1D6	70	Special	Fear 5; Regenerate 1.
69	Rat Ogres &	20	6	4	-	5	5	-	5	2	2D6	500	1D3	Fear 5.
	Skaven Clanrats	5	5	4	4	4	3 (4)	1	5	1	1D6	95	2D6	-
70	Skeletons &	5	4	2	5+	3	3	-	2	1	1D6	80	2D6	Armed with [1-2] Bows (Str 3), [3-4] Spears or [5-6] Swords; Fear 5; Regenerate 1.
	Zombies	5	4	2	-	3	3	-	1	1	1D6	40	2D6	Fear 3.
71	Chaos Spawn	S	S	3	-	4	5	-	1	S	Special	S	1D3+1	Chaos Spawn Attack; Daemonic -1; Fear 6.
72	Chameleon Skinks &	2	6	2	4+	3	2 (3)	1	4	1	1D6	60	12	Ambush 4+; Armed with Blowpipe (Str 1); Chameleon; Poison.
	Chameleon Skink Hero	8	6	4	2+	4	3 (4)	1	6	3	1D6	390	1	Ambush 4+; Chameleon; Magic Item; Magic Weapon; Poison.
73	Wild Cave Squigs	3	6	4	-	5	3	-	5	2	1D6	200	1D6	Never Pinned; Wild Squig Attack.
74	Amazon Warriors &	10	5	3	4+	3	3 (4)	1	4	1	1D6	110	1D6+3	Armed with [1-2] Bows (Str 3), [3-4] Spears (Fight in Ranks) or [5-6] Swords.
	Amazon Champion	18	5	4	3+	3	3 (5)	2	5	2	1D6	400	1	Magic Weapon.
75	Flamers of Tzeentch	17	9	3	2+	5	4	-	4	S	Special	300	1D6	Ambush, Magic 5+; Daemonic -1; Fear 7; Flamer of Tzeentch Attack; Magic Resistance 6+.
76	Forest Goblins &	2	4	2	5+	3	3	-	2	1	1D6	20	12	Armed with [1-2] Bows (Str 1), [3-4] Spears or [5-6] Swords; Tattoos 6+.
	Forest Goblin Boss &	6	4	3	3+	4	3	-	3	2	1D6	150	1	Magic Weapon; Tattoos 6+.
	Forest Goblin Shaman	3	4	2	4+	3	4	-	3	1	1D6	280	1	Orc & Goblin Magic 1; Tattoos 5+.
77	Dark Elf Warriors &	6	5	4	3+	3	3 (4)	1	6	1	1D6	100	1D6	Armed with [1-2] Crossbows (Str 4), [3-4] Spears (Fight in Ranks) or [5-6] Swords; Dodge 6+; Hate Elves.
	Dark Elf Assassins	12	5	9	A	4	4	-	10	2	1D6	410	1D3	Ambush, Magic 5+; Assassinate 6+; Dodge 5+; Hate Elves; Poison.
78	Giant Snakes &	18	6	3	-	4	4	-	3	3	2D6	570	1D3	Coil; Poison.
	Snakes	2	4	2	-	1	2	-	3	1	1D6	30	2D6	Ambush, Magic 6+; Poison.
79	Chaos Warriors	12	4	6	1+	4	4 (6)	2	6	2	1D6	240	2D6	-
80	Skaven Plague Monks &	5	5	3	4+	3	4	-	4	1	1D6	60	1D6+1	Frenzy 5+; Armed with Weeping Blade.
	Plague Censer Bearers &	4	5	4	-	4	4	-	4	1	Special	150	1D6+1	Armed with Plague Censers
	Skaven Poison Globadiers	4	5	3	4+	3	3	-	4	1	1D6	200	1D6+1	Armed with Poison Wind Globes.
81	Gigantic Spiders	20	5	3	-	3	4	-	1	2	Special	450	1D3	Web (1D6).

