

◆ LEVEL 4 MONSTER TABLE - LUSTRIA ◆

D100	Monster	W	M	WS	BS	S	T	Arm	I	A	Dam	Gold	No.	Special Rules
1	Roll on Level 5 Monster table													
2	Roll on Level 5 Monster table													
3	Roll twice on this table													
4	Ghosts	16	4	2	-	-	3	-	3	1	Special	-	1D6+2	Chill 1; Ethereal -1; Fear 6.
5	Coatl	15	8	3	-	3	3 (4)	1	2	2	2D6	500	3	Fly.
6	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.
	Saurus Champion	20	4	4	-	5	4 (6)	2	2	3	2D6	350	1	Armed with [1-3] Spears or [4-6] Axes; Bite Attack; Magic Item.
7	Flamers of Tzeentch	17	9	3	2+	5	4	-	4	S	Special	300	1D6+1	Ambush, Magic 5+; Daemonic -1; Fear 7; Flamer of Tzeentch Attack; Magic Resistance 6+.
8	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 Champions &	5	4	4	3+	3	2	-	4	1	1D6	150	1D3	Ambush 4+; Armed with [1-3] Blowpipes (Str 3, Poison) or [4-6] Magic Weapon.
	Pygmy Chieftain	8	4	5	2+	3	3	-	4	2	1/2 (5+)	250	1	Ambush 4+; Magic Item; Magic Weapon.
9	Amazon Warriors (mounted on)	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.
	Warhorses &	8	8	3	-	3	3 (4)	1	3	1	1D6	90	Special	-
	Amazon Champion (mounted on)	18	5	4	3+	3	3 (5)	2	5	2	1D6	400	1	Magic Weapon.
10	Warhorse	8	8	3	-	3	3 (4)	1	3	1	1D6	90	Special	-
	Dark Elf Warriors (manning)	6	5	4	3+	3	3 (4)	1	6	1	1D6	100	2	Armed with [1-2] Crossbows (Str 4), [3-4] Spears (Fight in Ranks) or [5-6] Swords; Dodge 6+; Hate Elves.
	Repeater Bolt Thrower &	20	-	1	-	15	6	-	-	1D3	2D6	400	1	Bolt Thrower.
Dark Elf Warriors	6	5	4	3+	3	3 (4)	1	6	1	1D6	100	1D6+6	Armed with [1-2] Crossbows (Str 4), [3-4] Spears (Fight in Ranks) or [5-6] Swords; Dodge 6+; Hate Elves.	
11	Gorillas	18	4	3	6+	5	4	-	4	2	3D6	580	1D3	Hug 5+.
12	Gors &	6	4	4	4+	3	4	-	3	1	1D6	100	1D6+6	Throw Spear (Str 3).
	Beastmen Champion	30	4	5	3+	4	4	-	4	2	1/2 (5+)	610	1	Magic Weapon; Throw Spear (Str 8).
13	River Trolls	30	6	3	6+	5	4	-	1	3	2D6	650	1D3	Fear 6; Regenerate 2*; Slime.
14	Skaven Clanrats (guarding)	3	5	3	4+	3	3	-	4	1	1D6	40	1D6+6	-
	Skaven Warlock &	15	5	3	4+	3	4	-	5	1	2D6	560	1	Dodge 5+; Magic Dispel 6+; Skaven Magic 1.
	Skaven Assassins &	7	6	5	3+	4	3	-	5	2	1D6	300	1D6	Ambush A; Assassinate 6+; Dodge 5+; Armed with Weeping Blade.
	Skaven Chieftain	20	5	5	2+	4	4 (6)	2	6	3	2D6	590	1	Dodge 5+; Never Pinned; Armed with Weeping Blade.
15	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.
	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.
	Chameleon Skink Champion	5	6	3	3+	4	2 (3)	1	5	2	1D6	160	1	Ambush 4+; Armed with Blowpipe (Str 2); Chameleon; Magic Item; Poison.
16	Rat Ogres	20	6	4	-	5	5	-	5	2	2D6	500	3	Fear 5.
17	Chaos Warriors (mounted on)	12	4	6	1+	4	4 (6)	2	6	2	1D6	240	1D3	-
	Juggernauts of Khorne	35	7	3	-	5	5 (7)	2	2	2	2D6	700	Special	Crush; Daemonic -1; Fear 7; Magic Resistance 5+; Never Pinned.
18	Ogres &	13	6	3	5+	4	5	-	3	2	1/2 (5+)	400	3	Fear 5.
	Ogre Champion	22	6	4	4+	5	5	-	4	3	2D6	800	1	Fear 6; Magic Weapon.
19	Culchan	18	6	3	-	4	4	-	2	2	3D6	750	1D3	-
20	Savage Orcs &	5	4	3	4+	3	4	-	2	1	1D6	65	1D6+6	Armed with [1-3] Bows (Str 4) or [4-6] Swords; Tattoos 6+.
	Savage Orc Boss	22	4	4	3+	4	4	-	3	2	2D6	185	1	Magic Weapon; Tattoos 6+.
21	Carrion	10	8	3	-	3	3	-	4	S	1D6	450	3	Carrion Attack (Ambush, Magic A); Fear 6; Fly.
22	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	12	Armed with [1-2] Short Bows (Str 1), [3-4] Javelins or [5-6] Swords; Poison.

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23	Zombies & Ghouls	5	4	2	-	3	3	-	1	1	1D6	40	12	Fear 3.
		4	4	2	-	3	4	-	3	2	1D6	80	12	Break; Fear 4.
24	Forest Goblins & Forest Goblin Boss	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 Big Boss	6	4	3	3+	4	3	-	3	2	1D6	150	1	Magic Weapon; Tattoos 6+.
		10	4	4	2+	4	4	-	4	3	1D6	330	1	Magic Resistance 6+ (Ring); Magic Weapon; Tattoos 5+.
25	Skinks (mounted on) Terradons	2	6	2	4+	3	2 (3)	1	4	1	1D6	40	3	Armed with [1-2] Short Bows (Str 1), [3-4] Javelins or [5-6] Swords; Poison.
		18	10	3	-	4	4 (6)	2	2	1	1/2 (5+)	400	Special	-
26	Skaven Stormvermin (guarding)	5	5	4	4	4	3 (4)	1	5	1	1D6	95	2D6	-
	Skaven Warlock & Skaven Plague Monks	15	5	3	4+	3	4	-	5	1	2D6	560	1	Dodge 5+; Magic Dispel 6+; Skaven Magic 1.
		5	5	3	4+	3	4	-	4	1	1D6	60	1D6	Frenzy 5+; Armed with Weeping Blade.
27	Nurglings	2	4	3	4+	3	3	-	4	2	1D6	50	1D6+6	Ambush A; Daemonic -1; Fear 4; Gang Up; Plague.
28	Flesh Hounds	14	10	5	-	5	4 (6)	2	6	2	1/2 (6+)	230	6	Collar of Khorne; Daemonic -1; Fear 5; Gang Up.
29	Tomb Guardians	13	4	3	6+	3	3 (4)	1	2	1	2D6	110	6	Fear 5; Regenerate 1.
30	Saurus	10	4	3	-	4	4 (6)	2	1	2	1D6	150	12	Armed with [1-3] Spears (Fight in Ranks) or [4-6] Axes; Bite Attack.
31	Pygmies (mounted on)	3	4	3	4+	2	2	-	3	1	1D6	60	6	Ambush 4+; Armed with [1-3] Blowpipes (Str 1, Poison) or [4-6] Spears.
	Boars & Pygmy Chieftain (mounted on)	7	7	3	-	3	3	-	3	1	1D6	50	Special	Impale.
	Boar	8	4	5	2+	3	3	-	4	2	1/2 (5+)	250	1	Ambush 4+; Magic Item; Magic Weapon.
		7	7	3	-	3	3	-	3	1	1D6	50	Special	Impale.
32	Wights & Ghosts & Skeletons (guarding)	14	4	3	-	3	4 (6)	2	3	1	2D6	370	1D6	Fear 7.
	Necromancer	16	4	2	-	-	3	-	3	1	Special	-	1D6	Chill 1; Ethereal -1; Fear 6.
		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.
33	Gigantic Spiders	20	5	3	-	3	4	-	1	2	Special	450	3	Web (1D6).
	Chaos Spawn	S	S	3	-	4	5	-	1	S	Special	S	1D3+1	Chaos Spawn Attack; Daemonic -1; Fear 6.
35	Chameleon Skinks & Chameleon Skink Hero & Skink Shaman	2	6	2	4+	3	2 (3)	1	4	1	1D6	60	12	Ambush 4+; Armed with Blowpipe (Str 1); Chameleon; Poison.
		8	6	4	2+	4	3 (4)	1	6	3	1D6	390	1	Ambush 4+; Chameleon; Magic Item; Magic Weapon; Poison.
		3	6	2	4+	3	3 (4)	1	5	1	1D6	300	1	Lizardman Magic 1.
36	Gors & Beastman Shaman	6	4	4	4+	3	4	-	3	1	1D6	100	2D6	Throw Spear (Str 3).
		26	4	4	5+	3	5	-	4	1	1D6	680	1	Beastman Magic 1; Magic Weapon.
37	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 & Forest Goblin Big Boss (mounted on)	10	7	3	-	2	3	-	1	1	Special	40	Special	Web (1D3+1).
	Great Spider	10	4	4	2+	4	4	-	4	3	1D6	330	1	Magic Resistance 6+ (Ring); Magic Weapon; Tattoos 5+.
		10	7	3	-	2	3	-	1	1	Special	40	Special	Web (1D3+1).
38	Gors & Ungors	6	4	4	4+	3	4	-	3	1	1D6	100	1D6+6	Throw Spear (Str 3).
		3	4	3	5+	3	4	-	3	1	1D6	60	12	Throw Spear (Str 2).
39	Dragon Ogres	40	6	4	5+	5	5 (7)	2	2	3	2D6	870	1D3	Fear 8.
40	Ancestor Spirits	4	4	3	5+	2	3	-	3	1	Special	250	12	Chill 1; Ethereal -1; Fear 3.
41	Giant Scorpions	20	5	3	-	5	6	-	1	2	2D6	450	1D3	Sting (2D6).
42	Saurus Champions	20	4	4	-	5	4 (6)	2	2	3	2D6	350	1D3+1	Armed with [1-3] Spears or [4-6] Axes; Bite Attack; Magic Item.
43	Chaos Warriors & Chaos Hounds	12	4	6	1+	4	4 (6)	2	6	2	1D6	240	1D6	-
		8	6	4	-	4	4 (6)	2	4	2	1D6	160	1D6+2	Ambush 5+; Gang Up.
44	Pink Horrors of Tzeentch & Pink Horror Champions	8	4	5	2+	4	3	-	6	2	1D6	200	1D6+2	Daemonic -1; Die → Blue Horrors; Fear 6; Magic Resistance 6+.
	Blue Horrors of Tzeentch	10	4	6	1+	5	3	-	7	3	1D6	300	1D3	Daemonic -1; Die → Blue Horrors; Fear 6; Magic Resistance 5+.
		4	4	3	4+	3	3	-	7	1	1D6	100	Special	Daemonic -1; Fear 4; Magic Resistance 6+.
45	Bestigors (mounted on)	18	4	5	4+	4	4	-	3	1	1D6	200	1D6	Throw Spear (Str 5).
	Tuskhors	8	7	3	-	4	4 (5)	1	2	1	1D6	100	Special	Impale.

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46	Dark Elf Warriors &	6	5	4	3+	3	3 (4)	1	6	1	1D6	100	2D6	Armed with [1-2] Crossbows (Str 4), [3-4] Spears (Fight in Ranks) or [5-6] Swords; Dodge 6+; Hate Elves.
	Dark Elf Champion	14	5	5	2+	4	3 (5)	2	7	2	2D6	480	1	Dodge 6+; Hate Elves; Magic Weapon.
47	Bloodletters of Khorne &	7	4	5	2+	4	3	-	6	2	1D6	200	1D6+3	Armed with Hellblade; Daemonic -1; Fear 5.
	Bloodletter Champions	15	4	6	1+	5	3	-	7	3	2D6	450	1D3	Armed with Hellblade; Daemonic -1; Fear 5.
48	Skaven Plague Monks &	5	5	3	4+	3	4	-	4	1	1D6	60	6	Frenzy 5+; Armed with Weeping Blade.
	Plague Censer Bearers &	4	5	4	-	4	4	-	4	1	Special	150	6	Armed with Plague Censers
	Skaven Poison Globadiers	4	5	3	4+	3	3	-	4	1	1D6	200	6	Armed with Poison Wind Globes.
49	Stone Trolls	30	6	3	6+	5	5	-	1	3	2D6	650	1D3	Fear 5; Magic Drain 6+; Regenerate 2*.
50	Mummies	40	3	3	-	4	5	-	3	2	2D6	450	1D3	Fear 7; Tomb Rot (1D3).
51	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.
	Necromancer (mounted on)	25	4	4	3+	4	3	-	3	2	2D6	680	1	Magic Resistance 5+; Magic Weapon; Necromantic Magic 1; Regenerate 2.
	Nightmare	6	8	3	-	4	3	-	8	1	1/2 (5+)	190	Special	Ambush 5+.
52	Culchan	18	6	3	-	4	4	-	2	2	3D6	750	1D3	-
53	Beastmen Champions	30	4	5	3+	4	4	-	4	2	1/2 (5+)	610	1D3	Magic Weapon; Throw Spear (Str 8).
54	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 Hero &	8	6	4	2+	4	3 (4)	1	6	3	1D6	350	1	Magic Item; Magic Weapon; Poison.
	Skink Shaman	3	6	2	4+	3	3 (4)	1	5	1	1D6	300	1	Lizardman Magic 1.
55	Great Eagles	30	10	6	-	5	4	-	5	2	2/3 (5+)	750	1D3	Drop Rock 4+ (Strength 5); Fly.
56	Saurus	10	4	3	-	4	4 (6)	2	1	2	1D6	150	12	Armed with [1-3] Spears (Fight in Ranks) or [4-6] Axes; Bite Attack.
57	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 Berserkers &	18	5	4	3+	4	3 (4)	1	5	2	1D6	450	1D3+1	Frenzy 5+.
	Amazon Priestess	12	5	3	5+	3	3	-	5	1	1D6	300	1	Amazon Drugs.
58	Pygmies &	3	4	3	4+	2	2	-	3	1	1D6	60	1D6+6	Ambush 4+; Armed with [1-3] Blowpipes (Str 1, Poison) or [4-6] Spears.
	Pygmy Champions &	5	4	4	3+	3	2	-	4	1	1D6	150	1D3	Ambush 4+; Armed with [1-3] Blowpipes (Str 3, Poison) or [4-6] Magic Weapon.
	Pygmy Chieftain	8	4	5	2+	3	3	-	4	2	1/2 (5+)	250	1	Ambush 4+; Magic Item; Magic Weapon.
59	Dark Elf Beastmaster &	15	5	5	2+	4	3 (5)	2	7	2	1D6	150	1	Armed with Crossbow (Str 5); Beast Handler (Dark Elf); Hate Elves.
	Dark Elf Slave Master &	5	5	4	2+	4	3 (4)	1	5	1	1D6	90	1	Armed with Whip (Fight in Ranks); Hate Elves; Slave Master.
	Dark Elf Slaves	3	3	2	6+	2	3	-	3	1	1D6	20	12	Break.
60	Amazon Warriors	10	5	3	4+	3	3 (4)	1	4	1	1D6	110	12	Armed with [1-2] Bows (Str 3), [3-4] Spears (Fight in Ranks) or [5-6] Swords.
61	Savage Orcs (mounted on)	5	4	3	4+	3	4	-	2	1	1D6	65	6	Armed with [1-3] Bows (Str 4) or [4-6] Swords; Tattoos 6+.
	War Boars &	12	7	4	-	3	4	-	3	1	1D6	110	Special	Impale.
	Savage Orc Shaman (mounted on)	18	4	3	5+	3	5	-	3	1	1D6	600	1	Magic Resistance 6+; Magic Weapon; Orc & Goblin Magic 1; Tattoos 6+.
	War Boar	12	7	4	-	3	4	-	3	1	1D6	110	Special	Impale.
62	Skaven Stormvermin &	5	5	4	4	4	3 (4)	1	5	1	1D6	95	1D6+3	-
	Skaven Jezzail Teams	6	5	3	4+	3	3 (4)	1	4	1	1D6	300	1D6	Armed with Jezzails (Str 5, Ignore 3 points of armour)
63	Wights	14	4	3	-	3	4 (6)	2	3	1	2D6	370	1D6+2	Fear 7.
64	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 War Boss	20	4	5	1+	4	4	-	5	4	1D6	500	1	Magic Item; Magic Resistance 5+ (Ring); Magic Weapon; Tattoos 5+.
65	Dark Elf Assassins	12	5	9	A	4	4	-	10	2	1D6	410	6	Ambush, Magic 5+; Assassinate 6+; Dodge 5+; Hate Elves; Poison.
66	Skink Champions (mounted on)	5	6	3	3+	4	2 (3)	1	5	2	1D6	130	1D3	Armed with [1-2] Short Bows (Str 3), [3-4] Javelins (Fight in Ranks) or [5-6] Swords; Magic Item; Poison.
	Terradons	18	10	3	-	4	4 (6)	2	2	1	1/2 (5+)	400	Special	Drop Rock 4+ (Strength 6); Fear 8; Fly.
67	Plaguebearers of Nurgle &	9	4	5	2+	4	3	-	6	2	1D6	200	1D6	Daemonic -1; Fear 5; Plague.
	Plaguebearer Champions	14	4	6	1+	5	3	-	7	3	1/2 (5+)	350	1D3	Daemonic -1; Fear 5; Plague.

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68	Chaos Knights (mounted on)	18	4	6	1+	4	4 (7)	3	6	2	1D6	500	1D3	Magic Armour; Magic Weapon.
	Chaos Steeds	12	8	4	-	4	4 (6)	2	4	1	2D6	180	Special	-
69	Giant Snakes	18	6	3	-	4	4	-	3	3	2D6	570	3	Coil; Poison.
70	Bestigors &	18	4	5	4+	4	4	-	3	1	1D6	200	1D6	Throw Spear (Str 5).
	Minotaurs	15	6	4	4+	4	4	-	3	2	2D6	440	1D3	Fear 5.
71	Carrion	10	8	3	-	3	3	-	4	S	1D6	450	3	Carrion Attack (Ambush, Magic A); Fear 6; Fly.
72	Giant Scorpions	20	5	3	-	5	6	-	1	2	2D6	450	3	Sting (2D6).
73	Daemonettes of Slaanesh (mounted on)	15	4	6	2+	4	3	-	6	3	1D6	300	1D3+1	Ambush 5+; Daemonic -1; Fear 6; Magic Resistance 6+.
	Steeds of Slaanesh	22	12	3	-	4	5	-	6	1	Special	250	Special	Daemonic -1; Fear 6; Tongue Attack.
74	Savage Orcs &	5	4	3	4+	3	4	-	2	1	1D6	65	2D6	Armed with [1-3] Bows (Str 4) or [4-6] Swords; Tattoos 6+.
	Savage Orc Boss	22	4	4	3+	4	4	-	3	2	2D6	185	1	Magic Weapon; Tattoos 6+.
75	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.
	Skink Shaman	3	6	2	4+	3	3 (4)	1	5	1	1D6	300	1	Lizardman Magic 1.
76	Rat Ogres &	20	6	4	-	5	5	-	5	2	2D6	500	1D3	Fear 5.
	Skaven Stormvermin &	5	5	4	4	4	3 (4)	1	5	1	1D6	95	2D6	-
	Skaven Stormvermin Champions	10	5	4	4	4	3 (4)	1	5	1	1D6	110	1D3	Armed with Halberds (Fight in Ranks).
77	Pygmies &	3	4	3	4+	2	2	-	3	1	1D6	60	1D6+6	Ambush 4+; Armed with [1-3] Blowpipes (Str 1, Poison) or [4-6] Spears.
	Pygmy Champions &	5	4	4	3+	3	2	-	4	1	1D6	150	1D3	Ambush 4+; Armed with [1-3] Blowpipes (Str 3, Poison) or [4-6] Magic Weapon.
	Pygmy Shaman &	8	4	2	5+	2	2	-	4	1	1D6	300	1	Pygmy Magic 1.
	Pygmy Witchdoctor	8	4	2	5+	2	3	-	5	1	1D6	450	1	Voodoo 1.
78	Bestigors	18	4	5	4+	4	4	-	3	1	1D6	200	1D6+3	Throw Spear (Str 5).
79	Ancestor Spirits	4	4	3	5+	2	3	-	3	1	Special	250	2D6	Chill 1; Ethereal -1; Fear 3.
80	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.
	Amazon Princess	28	5	5	2+	4	4 (7)	3	6	3	2D6	800	1	Magic Armour; Magic Item; Magic Weapon.
81	Gorillas	18	4	3	6+	5	4	-	4	2	3D6	580	1D3	Hug 5+.
82	Nurglings	2	4	3	4+	3	3	-	4	2	1D6	50	12	Ambush A; Daemonic -1; Fear 4; Gang Up; Plague.
83	Dark Elf Scouts &	6	5	4	2+	3	3	-	7	1	1D6	140	2D6	Dodge 5+; Hate Elves; Never Pinned.
	Dark Elf Assassins	12	5	9	A	4	4	-	10	2	1D6	410	1D6	Ambush, Magic 5+; Assassinate 6+; Dodge 5+; Hate Elves; Poison.
84	Savage Orcs &	5	4	3	4+	3	4	-	2	1	1D6	65	2D6	Armed with [1-3] Bows (Str 4) or [4-6] Swords; Tattoos 6+.
	Savage Orc Shaman Champion	22	4	3	5+	4	5	-	3	1	1/2 (5+)	1200	1	Magic Resistance 6+; Magic Weapon; Orc & Goblin Magic 2; Tattoos 6+.
85	Skaven Clanrats &	3	5	3	4+	3	3	-	4	1	1D6	40	2D6	-
	Skaven Clanrat Champions &	11	5	4	3+	4	3 (5)	2	5	2	2D6	270	1D3	Magic Weapon; Never Pinned.
	Skaven Chieftain	20	5	5	2+	4	4 (6)	2	6	3	2D6	590	1	Dodge 5+; Never Pinned; Armed with Weeping Blade.
86	Trolls	30	6	3	6+	5	4	-	1	3	2D6	650	1D3	Fear 5; Regenerate 2*; Vomit.
87	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 Champions	5	6	3	3+	4	2 (3)	1	5	2	1D6	130	1D3	Armed with [1-2] Short Bows (Str 3), [3-4] Javelins (Fight in Ranks) or [5-6] Swords; Magic Item; Poison.
88	Gigantic Spiders	20	5	3	-	3	4	-	1	2	Special	450	1D3	Web (1D6).
89	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.
	Tomb Guardians	13	4	3	6+	3	3 (4)	1	2	1	2D6	110	1D6	Fear 5; Regenerate 1.
90	Witch Elves &	11	5	4	3+	3	3	-	6	1	1D6	140	2D6	Frenzy 4+; Hate Elves.
	Witch Elf Champions	13	5	5	2+	4	3	-	7	2	1D6	600	1D3	Frenzy 3+; Hate Elves.
91	Beasts of Nurgle	25	3	3	-	3	5	-	3	1D6	2D6	750	1D3	Daemonic -1; Fear 7; Paralysis; Plague; Slime Trail.
92	Dragon Ogres	40	6	4	5+	5	5 (7)	2	2	3	2D6	870	1D3	Fear 8.

