

◆ SPECIAL ABILITIES ◆

The entries here are generic entries that can apply to more than one type of Monster. Specific Special Abilities that only apply to a single type of Monster are found under that particular Monster's entry in the Bestiary.

AMBUSH $n+$

Some Monsters are able to *Ambush* the Warriors, springing from the darkness and attacking them before they have the chance to react.

Each type of Monster with the Ambush ability has an *Ambush Rating* (n) that shows the score they need on 1D6 to successfully spring their Ambush. An Ambush Rating of 'A' indicates the Monster automatically succeeds in making its Ambush and doesn't need to roll.

Monsters that successfully carry out an Ambush may ignore the rule about waiting until the next Monsters' Phase before they attack. If the Monsters appear in the Power Phase, for instance, they are placed and make one set of attacks in that phase *and* attack in the Monsters' Phase. Once such Monsters have sprung their ambush they fight only in the Monsters' Phase from then on, as normal.

Note that as any sort of attack may be an Ambush, special abilities that are also Ambushes are indicated with the suffix 'Ambush' in the Monster Tables.

AMBUSH, MAGIC $n+$

Some Monsters are blindingly fast at making their attacks, and can make a *Magic Ambush*. A Magic Ambush works in exactly the same way as an Ambush, above, except that if the Monsters succeed it is impossible to unleash a spell before their attacks start!

In addition, if the Monster making the Magic Ambush is a spellcaster, in the first turn it may cast an extra set of spells as soon as it is placed.

Those special abilities that are also Magical are given the suffix 'Ambush, Magic'.

ARMED WITH *weapon* (STR n)

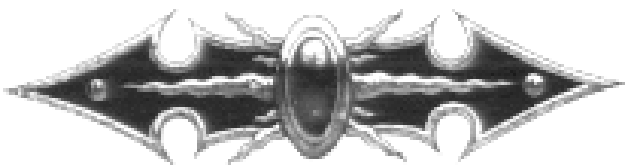
Some Monsters are *Armed With* special weapons. Rules for such items are usually contained under that Monster's description or in the Equipment Tables and you should refer to those sections for more details. In most cases such weapons simply replace the Monster's Strength, indicated by a Strength modifier (n) contained in brackets after this entry.

ARMED WITH [a-b] *weapon1* OR [c-d] *weapon2*

Some Monsters may be *Armed With* a choice of weapons. This entry indicates that on a 1D6 roll in the range a-b these Monsters are armed with *weapon1* and in the range c-d they are armed with *weapon2*.

ASSASSINATE $n+$

Some Monsters may make a special *Assassinate* attack. This is treated like a normal hand-to-hand combat attack except when resolving damage the blow ignores the target's armour. In addition, if the to hit roll was a natural roll of $n+$, where $n+$ is the number following the Assassinate entry (if there is one), the blow also ignores the targets Toughness.



BOLT THROWER

Bolt Throwers always appear with 2 crew according to which race the Monsters are. eg. If a Dark Elf Bolt Thrower is encountered there will be 2 Dark Elves with it. The crew stand directly behind the Bolt Thrower and will remain there for the entire combat operating it. It takes 2 crew to operate a Bolt Thrower, so if there is less than one left in an adjacent rear square it cannot be used. Any standard troops are counted as being crew, so if one of the original crew dies another Monster will attempt to move to an adjacent rear square. Due to its size, once placed, the Bolt Thrower cannot be moved. The Bolt Thrower has a range of 20 squares and can only fire in a fixed forward arc (similar to Chaos Dwarf Blunderbuss') It will aim for a different target each turn - randomly determine who it goes for. The damage caused by the bolts are not modified for Toughness or armour. When determining if the bolts hit the Warrior roll on the following chart:

- 1 Breaks**
The cord on the Bolt Thrower snaps in two, rendering the weapon useless.
- 2-4 Miss**
The bolt misses the Warrior and plunges into the ground next to him.
- 5 Hit**
The bolt strikes the Warrior in the body.
- 6 Pierce**
The bolt strikes the Warriors body directly in the center and keeps moving. The force of the blow carries the Warrior along with the bolt. The bolt continues until it hits another Warrior (roll again on this table, counting result 1 as a miss) or hits a wall. If the bolt carries another Warrior along as well, they all end in the nearest squares to where the bolt finishes on.



BOUNCE

Some Monsters may jump over a blocked square in order to reach their intended target. They must land in an empty square, and may not jump more than one square. The bounce takes up one square of movement. Monsters that can bounce are not generally pinned, for obvious reasons.

BREAK

Some Monsters are innately cowardly, and if the fight is going badly will turn tail and run. These Monsters have a *Break Point*.

At the end of each turn during which one or more Monsters with a Break Point were killed, roll 1D6 for each different type that took casualties. If the score is greater than or equal to the remaining number of that type of Monster, they break and run, vanishing into the shadows - remove them from the board.

The Warriors do not get the Gold Value for any Monsters that run away, though they do get a Treasure card at the end of the combat as usual.

BREATHE FIRE *n*

Some Monsters can Breathe Fire. Each type of Monster with the *Breathe Fire* ability has a *Fire Breath Strength Rating (n)* that shows the attack's damage. At the start of each turn roll 1D6. The number rolled indicates how many of the Warriors are engulfed in flame. If the score is higher than the number of Warriors present all of them have been hit. If not all of them are hit use the Warrior counters to determine who escapes.

Each Warrior hit by the fire suffers *nD6* Wounds, with no modifier for armour (where *n* is the Monster's Fire Breath Strength Rating).

CATAPULT

Catapults always appear with 2 crew according to which race the Monsters are. eg. If an Orc Catapult is encountered there will be 2 Orcs with it. The crew stand directly behind the Catapult and will remain there for the entire combat operating it. It takes 2 crew to operate a Catapult, so if there is less than one left in an adjacent rear square it cannot be used. Any standard troops are counted as being crew, so if one of the original crew dies another Monster will attempt to move to an adjacent rear square. Due to its size, once placed, the Catapult cannot be moved. The Catapult has a range of 30 squares, and due to its firing can only aim for Warriors greater than 5 squares away - always place the Catapult the furthest distance away when encountered. The Catapult will aim for a different target each turn - randomly determine who it goes for. The damage caused by the rocks is only modified for Toughness. When determining if the rocks hits the Warrior roll on the following chart:

- 1 Breaks**
The arm of the Catapult breaks in two, rendering it useless.
- 2-4 Miss**
The rock misses the Warrior and flies far over his head to land in the distance.
- 5 Hit**
The rock lands directly on the Warriors head, knocking him prone and also causing him damage.
- 6 Bounce**
The rock strikes the Warrior and bounces up. After determining damage caused to the Warrior (he is also knocked prone), randomly choose another Warrior and roll again on this table, counting result 1 as a miss). The same Warrior can be hit twice in a row.

CHARIOT

Chariots always charge into the combat and as such, surprise the Warriors. As soon as chariots are placed they may make 1 *Ambush* Attack (before any other Attacks from anything). This special *Ambush* Attack is treated as being made by the steeds pulling the chariot - the attack causes double damage if it hits and knocks the Warrior prone for the rest of the turn.

CHILL *n*

Some Monsters make a special *Chill* attack rather than a normal hand-to-hand combat attack. Such Monsters make a to hit roll as normal, but when determining damage they simply cause *nD6* Wounds with no modifiers for Toughness or armour (where *n* is the number after the Chill entry).

In addition, if the target is reduced to 0 Wounds by a Chill attack he is immediately killed and may only be healed by spells and magic items that actually raise their target from the dead rather than heal him, such as the Resurrection Spell.

CLAW *n+*

Some Monsters have long sharp claws which they use to rip a Warrior to shreds. If the Monster rolls *n* or over To Hit then the damage caused is not modified for armour.

DAEMONIC *n*

Some Monsters are of *Daemonic* origin and as such are very difficult to hit. When making an attack with a non-magical weapon against such a creature, your Warrior's to hit rolls are reduced by *n*, where *n* is the number after the Daemonic entry. Attacks with magical weapons are made as normal.

DAEMONIC REWARD

Some Chaos Monsters have performed such a service to their God, that they have been blessed by them. Daemonic Rewards are special gifts bestowed upon the Monster by the Chaos Gods. Roll the appropriate number of dice on the table according to which God the Chaos Monster serves.

KHORNE

- 1 Drain Power**
As a powerful servant of Khorne, Daemons detest magic and have the ability to drain it from nearby spellcasters. At the start of each Monsters' Phase roll 3D6. The Wizard immediately loses that many points of Power. Each point over the amount required to drain all the Wizard's Power inflicts 1 Wound, with no modifiers for Toughness or armour. The Wizard may give up any or all of his Power Tokens to fulfil the deficit if he wishes.
- 2 Spellbreaker**
The Daemon has power channelled through him to counter the effects of magic. If the Wizard casts a spell at the Daemon roll 1D6. On a roll of 4-6 the spell has been countered and no ill effects are suffered. If the roll was a 6, the power of the Daemon is so strong that it prevents the Wizard from casting any other spell for the rest of this turn and the whole of next turn.
- 3-6 General Reward**
Roll 2D6 on the General Daemonic Reward Table.

TZEENTCH

- 1 Flames of Tzeentch**
The Daemon can project a mass of multicoloured flame from his outstretched hand. This attack replaces the Daemon's first attack each turn and is treated as a Ballistic Attack. The flame jumps from Warrior to Warrior, missing no one. Start with the Warrior closest to the Daemon. He suffers 4D6 Wounds with no modifiers for armour. The flame then jumps to the next closest Warrior. He takes 3D6 Wounds with no modifiers and so on, until the last Warrior takes 1D6 unmodified damage. If there are more or less than 4 Warriors in the party, the first damage caused will be equal to the amount of Warriors. eg. if there are 6 Warriors, the first Warrior will take 6D6 unmodified damage.
- 2 All Seeing Eye**
The Daemon's Gaze reveals the thoughts of any of the Warriors in the room. The Daemon knows exactly what actions the Warrior attacking him will perform this turn. After each action the Warrior takes, roll 1D6. On a roll of 1 or 2 the Daemon has managed to counter the action and suffers no ill effects.
- 3 Master of Sorcery**
The Daemon has vast magical powers. The Daemon can cast an extra spell each turn.
- 4 Power of Tzeentch**
This Daemon has the ability to Dispel Magic in the surrounding area, just like some other Monsters, but to a much greater degree. This ability works exactly like the normal *Magic Dispel* in that the Daemon can actively interfere with and nullify any spell cast on the board, not just those cast directly against it. When dispelling magic cast against the Daemon's minions the spell is dispelled on a 1D6 roll of 4 or 5, and deflected back against the caster on a roll of 6. Furthermore, when dispelling beneficial magic cast by the Warriors against themselves the spell is dispelled on a 1D6 roll of 4 or 5, and affects the Daemon on a roll of 6. A Daemon also has *Magic Resistance*, but to a much greater degree. The Daemon has a *Magic Resistance* rating of 4+. In addition, if the Resistance roll scores a 5 or 6 the spell is deflected rather than simply resisted and affects the Warrior who cast it instead. Note that *Magic Resistance* only protects the Daemon from spells, not from blows by magical weapons and the like.
- 5-6 General**
Roll 2D6 on the General Daemonic Rewards Table.

NURGLE

1 Stream of Corruption

With this reward, Daemons can vomit a foul smelling mass of pus over their foes. This is called a *Stream of Corruption*. Daemons may use this attack once per turn, at the start of the Monsters' Phase. Any Warrior on the same board section as the Daemon may be attacked with the Stream of Corruption. Draw a Warrior counter to determine which Warrior is targeted. Draw a line from the centre of the Daemon's square to the target square; every square that this line passes through is affected by the Stream of Corruption. Roll 2D6 for each Warrior standing in a targeted square. If the score is less than or equal than his Initiative he manages to dodge the stream and suffers no ill effects. If the score is greater than the Warrior's Initiative he suffers 3D6 Wounds, with no modifiers for Toughness or armour. If a Warrior is reduced to 0 Wounds by the Stream of Corruption his Toughness is permanently reduced by -1. If a Warrior is reduced to 0 Toughness he is killed and is removed from play.

2 Plague Flail

The Daemon is armed with a flail consisting of a large rotting skull. The flail inflicts normal damage, but for every attack that hits roll 1D6. On a roll of 1 the Warrior has been inflicted by the Plague and must lose 1 Permanent Wound.

3 Master of Sorcery

The Daemon has vast magical powers. The Daemon can cast an extra spell each turn.

4 Cloud of Flies

The Daemon is surrounded by a swarm of pestilent flies that obscure it from sight. Warriors attacking the Daemon suffer a -1 to hit.

5-6 General

Roll 2D6 on the General Daemonic Rewards Table.

SLAANESH

1 Tormentor

A hit from the Daemon with this reward will attack the mind of the victim as well as his body. The Warrior must pass an immediate Fear test or be rooted to the spot for the rest of this turn and the next Warrior's phase. While frozen he may not do anything, and Monsters can hit him automatically.

2 Aura of Slaanesh

A Daemon of Slaanesh has an Aura of Slaanesh that he can use to beguile and hypnotise his foes, holding them immobile while he attacks them. Once in combat with such a Monster a Warrior cannot try to escape from pinning (and that includes the Elf!) and is at -1 to all his to hit rolls. If a Greater Daemon receives this reward roll again on this table.

3 Master of Sorcery

The Daemon has vast magical powers. The Daemon can cast an extra spell each turn.

4-6 General

Roll 2D6 on the General Daemonic Rewards Table.

GENERAL

2 Daemonic Robes

The Daemon wears robes of magic covered with runes symbolising his God. All hits suffer a -1 to hit penalty as well as giving the Daemon +1 Toughness. Reroll if a daemon of Khorne gains this reward.

3 Withering Gaze

The Daemon's gaze withers and weakens anyone in its path. At the beginning of each Monsters' Phase a random Warrior is 'looked' at by the Daemon. Roll 1D6. On a roll of 1-2 the Warrior immediately suffers 1 Permanent Wound.

4 Ward of Chaos

The air around the Daemon is distorted and twisted, and absorbs partial damage from attacks. When attacking a Daemon with this reward, only count damage caused by weapons - do not add Strength to the total.

5 Daemonblade

The Daemon wields a mighty enchanted blade, a deadly living weapon. No armour will protect a Warrior when resolving damage from this weapon, even effects from magical armour. Reroll if a daemon of Khorne gains this reward.

6 Radiance of Dark Glory

An area of vast power surrounds the Daemon, making mortal creatures cower before him. At the end of each turn roll 1D6 for each Warrior on the same board section as the Daemon. If they all score the same number, the Warriors must roll on the Escaping Table in the back of the Adventure Book as they suffer an unnatural cowardice. If all the dice score a 1, then the Warriors race off into the darkness, never to be seen again. Roll an extra dice for each non player character accompanying the Warriors.

7 Daemonic Strength

The Daemon is powerful beyond mortal reckoning and has +1D6 Strength added to its profile.

8 Lord of Chaos

The Daemon is powerful amongst even its own kin, marked as a favoured one. He encourages all Chaos in the same room as him to attack with more ferocity than ever before. Every Chaos monster gets +1 Attack, but all of their attacks are at -1 to hit.

9 Massive Stature

The Daemon is vast in size, more so than usual. He begins the combat with (2D6 + Dungeon Level) Wounds extra.

10 Battlemaster

The Daemon is an exceptional warrior. He gets a bonus of +1 To Hit.

11 Daemonic Arrogance

The Daemon is arrogant and very proud. He holds all dangers in contempt. Give the Daemon 1D6 Luck which he may use to re-roll the first dice rolls he fails each turn. Eg: To reroll a failed casting of a spell, or to reroll a missed attack. (only one re-roll at a time, though)

12 Warp Staff

The Daemon carries a staff of pure psychic energy which exudes a mist that interferes with the Warriors sanity. Each Warrior on the same board section as the Daemon must be controlled by a random player, although a player cannot control two other Warriors at the same time. Players cannot tell whoever controls their Warrior what actions to take, or what items to use. If a Warrior moves out of the room, control reverts to his original player. Reroll if a daemon of Khorne gains this reward.

DODGE $n+$

Some Monsters are able to *Dodge* in the same way as the Elf Warrior. Each type of Monster with the Dodge ability has a Dodge Rating ($n+$) that shows the score they need on 1D6 to successfully dodge an incoming blow.

DROP $item\ m+$ (STR n)

Some flying Monsters are armed with weapons that they can *Drop*, such as rocks.

As soon as such Monsters are placed on the board, before the Warriors can do anything they drop these weapons in a special, single attack. You will need to score the value indicated by m on 1D6 to be able to hit the Warriors. The dropped weapon has Strength n , where n is the value in the brackets after the Throw entry. The weapon therefore causes (the Monster's damage dice)+ n Wounds modified for the target's Toughness and armour, according to the normal rules for missile weapons.

After dropping their special weapons these Monsters attack in hand-to-hand combat in the Monsters' Phase as normal.

ETHEREAL *n*

Some Monsters, such as Wraiths, are insubstantial, ethereal beings. Such Monsters can never be pinned, and may move freely through other Monsters and obstacles as if they weren't there. In addition, when making an attack with a non-magical weapon against such a creature, your Warriors to hit rolls are reduced by *n*, where *n* is the number after the Ethereal entry. Attacks with magic weapons are made as normal.

FATAL DAMAGE

Some Monsters' attacks and items, such as Tomb Rot and Venom Armour, inflict a special sort of damage called *Fatal Damage*. This works in exactly the same way as normal damage, but is calculated at the very end of the turn and thus after all of that turn's healing has been done. This means that a Warrior that takes enough Fatal Damage to take him to 0 Wounds or below has no last chance to heal it and is thus automatically killed.

FEAR *n*

Some Monsters cause *Fear* because they are particularly frightening for one reason or another. Zombies, for instance, are the re-animated corpses of once-human warriors and are terribly fearsome to face in combat. Minotaurs, on the other hand, cause Fear because of their sheer size and ferocity.

Each Monster that causes Fear also has a Fear Value, indicated by the *n* after the Fear entry. When an event occurs that generates Monsters that cause Fear, roll 1D6+ (the Warrior's Battle-level) for each Warrior that wants to attack a fear-causing Monster. This is the Warrior's *Fear roll*.

If the total is greater than the Monster's Fear Value, that Warrior is not afraid of them during this combat and may fight them as normal.

If the total is less than or equal to the Monsters' Fear Value, that Warrior is afraid of them during this combat, and fights them at -1 on his to hit rolls. If a Wizard fails his Fear roll any spells he attempts to cast against that Monster have their Casting Numbers increased by +1.

Each time the Warriors meet a particular type of Monster that causes Fear they must make a Fear roll, as the effect of the roll, whether good or bad, applies only to that type of Monster during this one combat.

If there are two types of Monster in the room that cause Fear, make a Fear roll for each Warrior against the particular Monster he is fighting.

Note that in the higher level Monster Tables some Monsters, such as Minotaurs no longer cause Fear. This is because the Warriors are no longer so frightened of them, given that nearly every other Monster on that level of the dungeon is much bigger, tougher and nastier.

FIGHT IN RANKS

Some Monsters, such as Goblins with spears, are armed with weapons that allow them to *Fight* in Ranks, to engage an opponent in hand-to-hand combat from 2 squares away, as long as the square between is either empty or contains friendly models.

FLY

Some Monsters are able to *Fly*, and thus can move around the board with a greater degree of freedom. Monsters that can Fly may move to any empty square on the board within their Movement range, ignoring all obstacles in their way.

Monsters that fly may not be pinned in combat and may change their target each turn. Draw a Warrior counter at the start of each Monsters' Phase for each flying Monster to determine which Warrior it attacks. (If there isn't an empty square next to the intended victim, draw again.)

FRENZY *n+*

Some Monsters are subject to *Frenzy*. Each turn, before combat, such a Monster may enter a state of utter rage. Roll 1D6. If the score is equal to or over *n*, where *n* is the Monster's Frenzy Rating given after the Frenzy entry), the Monster gets 2x its normal number of Attacks for the rest of the combat.

GANG UP

Some Monsters can *Gang Up* on the Warriors, hoping to use strength in numbers to defeat their opponents.

Rather than distributing such Monsters evenly amongst the Warriors when you place them on the board, draw a Warrior counter and place as many of the Monsters as you can around that Warrior. If there are any Monsters left, draw another Warrior counter and place as many Monsters as you can around him. Repeat this process until all the Monsters are placed on the board.

Each group of Monsters surrounding a single Warrior makes one single combined attack for each Attack in their profile. For every Monster above one in contact with the Warrior, add +1 to the to hit roll and increase the Strength of the Monsters' attack by +1.

Once they have started attacking, Monsters that Gang Up do not switch attacks until either they are all dead or the Warrior is killed.

When defending themselves, each Monster in the gang fights individually, with the Weapon Skill indicated on its profile.

GREATER DAEMON *n*

Some Monsters are termed Greater Daemons because they are the most powerful creatures of daemonic origin. When making an attack with a non-magical weapon against such a creature, your Warrior's to hit rolls are reduced by -2. Attacks made with magical weapons are at -1.

Each Greater Daemon also has a *Greater Daemon Terror Value*, indicated by the *n* after the Greater Daemon entry. At the start of a combat that there is a Greater Daemon on the board roll 1D6+(your Warrior's Battle-level) for each Warrior. This is the *Warrior's Greater Daemon Terror roll*. If the total is greater than the Greater Daemon's Terror Value, that Warrior is not afraid of it during this combat and may fight it as normal.

If the total is less than or equal to the Greater Daemon's Terror Value, and wasn't a natural roll of 1, that Warrior is terrified of it during this combat, and fights it at a further -2 on his to hit rolls. If a Wizard fails his Greater Daemon Terror roll any spells he attempts to cast against it have their Casting Number increased by +2.

If your warrior's roll was a natural 1 he is so terrified that he may do nothing at all for 1 turn and may be hit automatically.

If it is a magic user, when rolling for spells a Greater Daemon will never fail to cast a spell, reroll any failed results, Note that Greater Daemons normally use the appropriate Chaos Magic Table.

GUARDS (*monster*)

On certain occasions Monsters are listed as Guards because, as the term suggests, they are guarding one or more of the other Monsters that they are placed with. They must be placed so that they surround the Monster they are guarding given in brackets after the Guards entry.

Once placed, Guards stand their ground and will not move towards the Warriors unless the Monster they are protecting is slain. They may fire any missile weapons they have as normal.

If the Monster the Guards are protecting is slain they become so enraged that they get +1 Attack for the rest of the combat.

HATE *race*

Some Monsters Hate certain types of Warrior (shown by the race, above). If a Monster Hates a particular Warrior, it will attack him with unbridled ferocity. The Monster gains +1 Attacks when fighting that Warrior, as he slashes and hacks in a mad bloodlust. His attacks are so wild, however, that they are made at -1 to hit.

In a similar manner, if a Warrior Hates a particular type of Monster he gets +1 Attacks made at -1 to hit against them.

HUG *n*+

Some Monsters have huge arms which they can use to wrap around their foe and squeeze them to death. If, when attacking, a Monster with the *Hug* ability scores a *n*+ to hit, instead of causing any damage from that attack, it will wrap its arms around the Warrior. Roll 1D6 and add the Monster's Strength. The Warrior takes this many Wounds, with no modifiers for Toughness or armour. In addition, if the amount of damage caused was the maximum amount, the Monster succeeds in breaking one of the Warriors arms (randomly determine which one). If the arm is the Warrior's fighting arm then he cannot attack until it is healed for 1D6 x 50 Gold. If the Warrior has both of his arms broken then he cannot do anything except move until his arms are healed. If the Monster breaks a Warrior's arm which is already broken the Warrior instantly takes 1D6 unmodified Wounds and it must be healed for 1D6 x 100 Gold.

HYPNOTISE *n*+

Some Monsters are able to *Hypnotise* their foes, holding them immobile while they attack them. Each Monster with this ability has a *Hypnotism Rating* (*n*+) that is the number required on a roll of 1D6 for the attack to work. A hypnotised Warrior may fight as normal, but is prevented from trying to escape from pinning (and that includes the Elf!).

IGNORE BLOWS *n*+

Some Monsters are so immense and powerful that they can *Ignore Blows* which would kill lesser Monsters. Each time a Warrior hits such a Monster in hand-to-hand combat or with a missile weapon roll 1D6. If the score is equal to or higher than its *Ignore Blow Rating* (*n*+) the hit is shrugged off and causes no damage at all.

IGNORE PAIN *n*

Some Monsters are so large that they can *Ignore Pain* caused by all but the most powerful blows. Each time a Warrior hits such a Monster in hand-to-hand combat or with a missile weapon subtract its *Ignore Pain Rating* (*n*) from the number of Wounds caused (in addition to subtracting its Toughness and any armour it is wearing, if applicable).

IMPALE

Some Monsters have huge sharp tusks which can tear a Warrior to shreds. If the Monster rolls a 6 To Hit then he impales the Warrior on his tusks, causing an extra 1D3 Wounds with no modifiers for Toughness or armour. This damage is worked out after the original damage has been applied.

LARGE MONSTER

Some Monsters are so big that they are known by the special term *Large Monster*. Obvious examples are Dragons and Giants. When placing a Large Monster on the board draw a Warrior counter. That player places the model anywhere on the board, facing any direction and moving other Monsters or warriors to make room as required. Then draw a second Warrior counter to determine who the Monster attacks.

Any offensive spells cast against a Large Monster require a number of extra points of Power, equal to the level of the Monster table that generated the Monster, to cast.

If a Large Monster manages to kill a Warrior and still has some unused Attacks left over it may choose any other available target and carry on.

Because of their size, Large Monsters are never pinned as they can push the Warriors out of the way easily.

Type MAGIC *n*

Some Monsters have the ability to use *Magic*, although the spells available to them depend on their race. Refer to the Magic Booklet for details of Magic spells.

Monsters with this ability also have a *Magic Rating* (*n*) that indicates how many spells they can cast per turn. Monsters with spell-casting ability do not use Power in the same way as the Wizard.

Magic-using Monsters are placed on the board as if they were using missile weapons and, unless otherwise stated, are always placed first.

In addition, all magic-using Monsters protect themselves with minor spells that make them harder to hit from a distance. All missile weapon attacks made against magic-using Monsters are at -1 on the to hit roll.

MAGIC DISPEL *n*+

Some Monsters have the ability to *Dispel* Magic in the surrounding area. This differs from the Magic Resistance special ability in that the Monster can actively interfere with and nullify any spell, not just those cast directly against it.

A Monster with this attribute has a *Magical Dispel Rating* (*n*+), that is the number required on a roll of 1D6 for the ability to work. The dice roll is made as soon as the targeted spell is cast. If the roll is equal to or greater than the Monster's Magic Dispel Rating, the spell has no effect at all and the Power used to cast it is wasted.

MAGIC DRAIN *n*+

Some Monsters can soak up or *Drain Magic* from the air around them, rendering any spellcasting impossible while they remain alive.

A Monster with this attribute has a *Magic Drain Rating* (*n*+), which is the number required on a roll of 1D6 for the ability to work. The effect covers the whole board. Roll once per turn during the Power Phase, immediately after determining the Wizard's Power. If successful, the Wizard loses all his Power for that turn.

MAGIC RESISTANCE *n*+

Some Monsters are naturally able to shrug off the effects of a spell cast against them. Such Monsters are said to have *Magic Resistance*.

A Monster with this ability has a *Magic Resistance Rating* (*n*+) that is the number required on a roll of 1D6 for the protection to work. This roll is the *Monster's Resistance roll*. A separate Resistance roll should be made for each spell cast against the Monster. If the roll succeeds the effects of the spell may be ignored by that particular Monster. If more than one Monster with this ability can be affected by the spell, roll for each Monster individually. Note that Magic Resistance only protects the Monster from spells, not from blows by magical weapons and the like.

Note that some Monsters' Magic Resistance is not an innate ability, but is due to an item or charm they wear or carry. Where this is the case, the Magic Resistance entry is suffixed with the item that provides the protection.

MAGIC ARMOUR

Some Monsters wear *Magic Armour* that confers special abilities on them, just like the magic armour that the Warriors possess. In the Monsters' case though these hell-forged items are evil and corrupted and will destroy any Warrior who tries to wear or take them.

If the Monster's entry indicates that it has magic armour roll 1 D6 on the appropriate table for its race to determine what it is. A group of the same type of Monsters has the same magic armour, so you should roll for the group as a whole.

Note that Warriors' weapons that bypass armour only ignore the Toughness bonus the armour confers, not any other magic qualities it may possess.

1 Chaos Armour

Every time the wearer is struck, roll 1D6. On a score of 4, 5 or 6 the blow causes no damage. In addition, the wearer has Magic Resistance 5+.

2 Armour of Cursed Iron

This armour adds the value of the attacker's Strength to the wearer's Toughness, effectively cancelling it out.

3 Armour of Doom

The magical field surrounding this armour and its wearer slows down any Warrior attacking the wearer. Any Warrior attacking a Monster who wears Armour of Doom suffers a -1 to hit and -1 attacks.

4 Arcane Armour of Destruction

The powerful dark energies flowing within this armour strike back at its attackers. Each time a Warrior attacks a Monster wearing this armour and causes damage roll 1D6. On a score of 1, the blow is thrown back at the Warrior as a blast of magical energy. He immediately suffers the Wounds he has just inflicted instead, modified for Toughness and Armour as usual.

5 Venom Armour

At the end of every turn in which a Warrior remains adjacent to the wearer of this armour he stands a chance of being poisoned by the venom that constantly oozes from it. Roll 1D6. If the score is a 1, 2 or 3 your Warrior takes 1D6 Wounds, with no modifiers for Toughness or armour. This attack is Fatal Damage.

6 Armour of Carnage

This armour gives the wearer +2 Toughness. In addition, it has a bloodthirsty will of its own, and forces its wearer into battle, even if he is actually dead. While the wearer lives the armour gives him +1 Attacks. Upon the wearer's death, roll 1D6 at the start of every subsequent turn. On a score of 1 or 2 the armour crashes to the floor, empty and dead. On a score of 3, 4, 5 or 6 the armour keeps fighting by itself, animated by the powerful magic within it. The armour has the same profile as the wearer, but only has one Attack. Any further Wounds inflicted on the armour have no effect at all.

MAGIC ITEM

Some Monsters carry *Magic Items*, just like the magic items that the Warriors possess. In the Monsters' case though these items are cursed and are useless to the Warriors.

If the Monster's entry indicates that it carries a magic item roll 1D6 on the appropriate table for its race to determine what it is. A group of the same type of Monsters have the same magic items, so you should roll for the group as a whole. If a Monster's entry indicates it gets multiple items, each of the Monsters in the group gets the same set of items, re-rolling duplicate items.

1 Ring of Resistance

This ring gives the wearer Magic Resistance 6+. If the wearer already has the Magic Resistance special ability it improves his Magic Resistance Rating by +1

2 Cloak of Shadows

All Warriors attempting to hit the wearer of this cloak are at -1 to their to hit rolls.

3 Warpstone Talisman

Whenever a Warrior rolls a natural 1 on his to hit roll against the wearer of this talisman the blow rebounds at full effect and he hits himself instead.

4 Doomfire Ring

The wearer may use this ring to fire a bolt of power at one of the Warriors each turn. Draw a Warrior counter to determine who is targeted. Then make a roll to hit with a Ballistic Skill of 4+. If the attack hits, the target suffers 2D6+(2 x the Dungeon level) Wounds, with no modifier for armour.

5 Mask of Kadon

This mask gives the wearer Fear (Dungeon Level+3). If the wearer already causes Fear it gives him Terror (his Fear Value).

6 Collar of Vengeance

Any Warrior adjacent to the wearer at the end of the turn suffers 1D6 Wounds with no modifiers for Toughness or armour. This is Fatal Damage.



MAGIC WEAPON

Some Monsters bear a *Magic Weapon*, just like the magic weapons that the Warriors possess. In the Monsters' case though these items are cursed and will destroy any Warrior who tries to use them.

If the Monster's entry indicates that it carries a magic weapon roll 1D6 on the appropriate table for its race to determine what it is. A group of the same type of Monsters have the same magic weapons, so you should roll for the group as a whole.

1 Cutting Edge Sword

This sword causes (+1 Wounds x the bearer's level).

2 Sword of Distortion

This sword causes the wielder's outline to shimmer, making him harder to hit. Any Warrior attempting to attack a Monster bearing this sword deducts -1 from his to hit rolls. In addition, the warping nature of this sword reduces the effect of any blows that actually strike the Monster, effectively giving it +1 Toughness.

3 Sword of Pain

This sword ignores any non-magical armour and up to 3 points of magical armour when determining damage.

4 Cursed Blackblade

This sword warps time around the immediate vicinity of its wielder. Once per turn you may re-roll the bearer's first attack that misses. In addition, this sword causes an extra +1D6 Wounds.

5 Sword of Insanity

This sword gives the bearer a Fear Value equal to twice the Battle-level of the Warrior he is fighting. If the Monster wielding this sword already causes Fear it gives him a Terror Value equal to its original Fear Value.

6 Blade of the Damned

This blade causes double damage every time it strikes. (Roll the normal amount of damage, multiply by 2 and then add the wielder's Str.)



NEVER PINNED

Some Monsters are *Never Pinned* and may move around in combat as they please.

If the Monsters in question are missile troops, each turn they will try to move to a location which allows them to take a shot. Draw a Warrior counter for each Monster to determine which Warrior it targets.

If the Monsters are armed with hand-to-hand weapons, draw a Warrior counter each turn for each of them to determine which Warriors they move towards and attack.

PARALYSIS

In addition to causing normal damage when they attack, some Monsters cause *Paralysis*. At the end of each turn in which your Warrior is wounded by such a Monster deduct 1 from his Movement. If a Warrior is reduced to 0 Movement he is killed and is removed from play. At the start each turn after that in which your Warrior was first struck roll 1D6 and add his Strength. If the score is 8 or greater the paralysis wears off and his Movement returns to its starting value. If the Warrior survives the combat, once there are no Monsters left on the board the paralysis wears off automatically and his Movement returns to normal. Paralysis can also be cured by a healing spell or healing potion, but not by bandages or provisions, or the like.

PARRY *n*

Some Monsters can *Parry* a Warrior's hand-to-hand attacks so that they don't cause any damage. Each time such a Monster is attacked roll 1D6. If the score is *n* or above, where *n* is the Parry Value after the Parry entry the Monster turns the blow and it causes no damage.

PETRIFY

Some Monsters can *Petrify* their foes in combat, turning them to stone with a single gaze. Any Warrior that attacks such a Monster is at -2 to his to hit rolls as he is so busy trying to avoid its gaze.

In addition, if a Warrior attacking a Monster with a Petrify attack scores a natural 1 on his to hit roll he has been caught by the creature's gaze and starts to turn to stone. He immediately suffers 3D6 Wounds, with no modifiers for Toughness or armour, and for the rest of the adventure he is at -1 Movement. If his Movement is subsequently reduced to 0 by any means while in the dungeon he is immediately turned to stone, beyond all reach of healing magic. All Monsters with a Petrify attack also have natural Magic Resistance 4+ and, if their Resistance Roll is a natural 6, may immediately turn their Petrify attack on the spellcaster that attacked them and inflict the effects given above.

PLAGUE

Some Monsters carry a horrible, disfiguring disease known simply as the *Plague* and may infect their opponents with it in combat. If your Warrior is reduced to 0 Wounds by such a Monster his Toughness is permanently reduced by -1 when he is healed to 1 or more Wounds. If a warrior is reduced to 0 Toughness he is killed and removed from play.



POISON

Some Monsters have *Poison* attacks. If a Warrior is reduced to 0 Wounds by a Poison attack his Strength is permanently reduced by -1 when he is healed to 1 or more Wounds. If a Warrior is reduced to 0 Strength he is killed and removed from play.

PROTECTION RING (+n T)

Some Monsters wear magical rings that give them an extra +n Toughness, where *n* is the number in the brackets following the Protection Ring entry.

REGENERATE *n*

Some Monsters can Regenerate Wounds while they remain alive, making them much harder to kill. Each Monster with this ability has a Regeneration Rating (*n*) that is the number of D6 Wounds that the Monster regains at the end of each turn.

A Monster cannot regenerate if it is reduced to 0 Wounds or fewer and can never have more Wounds than it started with (except Vampires).

RIDES *monster*

Many Monsters ride trained creatures into battle. In the Monster Tables, sometimes a Monster will have the special ability *Rides monster*, where *monster* is an accompanying steed such as a horse or wolf.

When a mounted Monster attacks, both rider and mount may attack in the Monsters' Phase. Rider and mount must attack the same Warrior. A Warrior can't attack the rider unless its mount is dead unless attacking with a missile weapon or spells. When the mount has been killed, the rider will continue to fight on foot. If a Warrior kills a mount with one blow, he gets a death-blow as normal. However, the death-blow cuts into the rider first. If the death-blow kills the rider as well, it moves onto the next target.

TATTOOS *n*+

Some Monsters are painted with complicated protective Tattoos that act like armour. Whether this is due to some arcane power inherent in the tattoos, or simply the strength of belief on the wearer's part, they do seem to work.

Each time a Monster wearing tattoos is hit roll 1D6. If the score is *n* or more, where *n* is the number after the Tattoos entry, the blow has no effect.

TERROR *n*

Some Monsters cause *Terror*. This is similar to Fear, only much, much worse.

Each Monster that causes Terror has a *Terror Value*, indicated by the *n* after the Terror entry. When an event occurs that generates Monsters that cause Terror, roll 1D6+(your Warrior's Battle-level) for each Warrior as soon as the Monsters are placed on the board. This is the Warrior's Terror roll. If the total is greater than the Monsters' Terror Value, that Warrior is not afraid of them during this combat and may fight them as normal.

If the total is less than or equal to the Monsters' Terror Value, that Warrior is terrified of them during this combat, and fights them at -2 on his to hit rolls. If a Wizard fails his Terror roll any spells he attempts to cast against that Monster have their Casting Numbers increased by +2.

Each time the Warriors meet a particular type of Monster that causes Terror they must make a Terror roll, as the effect of the roll, whether good or bad, applies only to that type of Monster during this one combat.

THROW *item* (STR *n*)

Some Monsters are armed with weapons that they can *Throw*, such as spears.

As soon as such Monsters are placed on the board, before the Warriors can do anything they throw these weapons in a special, single attack. You need to roll against the Monster's Ballistic Skill to see if they hit, just as with any other missile weapon. The thrown weapon has Strength *n*, where *n* is the value in the brackets after the Throw entry. The weapon therefore causes (the Monster's damage dice)+*n* Wounds modified for the target's Toughness and armour, according to the normal rules for missile weapons.

After throwing their special weapons these Monsters attack in hand-to-hand combat in the Monsters' Phase as normal.