
































































Monster Chart

Icon	Name	Movement	Attack Dice	Defend Dice	Body Points	Mind Points
	Goblin	10	2	1	1	1
	Skeleton	6	2	2	1	0
	Zombie	5	2	3	1	0
	Orc	8	3	2	1	2
	Fimir	6	3	3	2	3
	Mummy	4	3	4	2	0
	Chaos Warrior	7	4	4	3	3
	Chaos Sorcerer	8	4	4	3	4
	Gargoyle	6	4	5	3	4
	The Scout	9	2	3	2	2
	The Crossbowman	6	3	3	2	2
	The Halberdier	6	3	3	2	2
	The Swordman	5	4	5	2	2
	Ice Gremlin	10	2	3	3	3
	Polar Warbear	6	4 / 4*	3	6	2
	Yeti	8	3	3	5	2
	Frozen Horror	8	5	4	6	4
	Elven Archer	6	4 / 1*	2	3	2
	Elven Warrior	6	4	3	3	2
	Giant Wolf	9	6	3	5	1
	Ogre (Elf Quest Pack)	4	6	4	10	2
	Ogre Champion (Orc Hord)	6	5	5	4 / V	1
	Ogre Warrior (Orc Hord)	6	5	5	3 / V	1
	Ogre Chieftain (Orc Hord)	4	6	6	4 / V	2
	Orge Lord (Orc Hord)	4	6	6	5 / V	5
	Ogre (Eyes of Chaos)	6	5	5	2	1
	Orge Chieftain (Eyes of Chaos)	4	6	6	3	2
	Dark Warrior Crossbowman	6	3 / 2*	3	2*	2
	Dark Warrior Halberdier	6	3	3	2*	2
	Dark Warrior Scout	9	2	3	2*	2
	Dark Warrior Swordman	5	4	5	2*	2

Monster Chart

	Name	Movement	Attack Dice	Defend Dice	Body Points	Mind Points
	Doomguard	8	4	6	3	3
	Death Reaper	8	3*	3	1	0
	Troll	6	3	4	4	1
	White Seer	6	3	3	2	4
	Rat Ogre	8	3	3	2	1
	Skaven	12	1 / 2*	2	1	1
	Magic Skull	6	2	2	1	0
	Pierre Chancier	2d6	2	2	5	3
	Dragon Strike Orc	6	3 / 3*	2	1	2
	Dragon Strike Bugbear	6	3	3	2	3
	Dragon Strike Death Knight	4	3*	3	2	4
	Dragon Strike Gargoyle	10	3 / 3*	2	3	4
	Dragon Strike Troll	6	4	4	3*	3
	Dragon Strike Evil Wizard	6	3	3	2 / 4*	6
	Dragon Strike Fire Elemental	7	3	2*	2	6
	Dragon Strike Manscorpion	8*	2 / 2 / 3*	4	6	4
	Dragon Strike Giant	8	5 / 4*	5	4 / 6*	3
	Dragon Strike Dragon	12*	4 / 4 / 4*	6	6 / 8*	6
	Balrog	6	4 / 2*	5	5	4
	Barbarian	9	4	2	6	2
	Chaos Champion	7	4	4	4	4
	Chaos Lord	7	4*	4	4	4
	Diseased Zombie	5	2	3	1	0
	Doomguard Warrior	7	4	5	3	3
	Dwarf	5	2	5	5	3
	Elf	7	3	3	4	4
	Fearsome Skeleton	6	2	2	1	0
	Ghoul	5	3	3	1	0
	Goblin Archer	10	2	1	1	1
	Invulnerable Mummy	4	3	4	2	0
	Orc Archer	8	3	2	1	2

Monster Chart

	Orc Champion	7	4	3	3	2
	Orc Warchief	6	5	4	3	2
	Pharaoh	4	4	4	2	0
	Skeletal Warrior	6	3	2	2	0
	Terrible Gargoyle	6	4 / 2*	5	3	4
	Wizard	6	1	2	3	6
	Eye of Chaos					
	Zanwrath (The High Mage)	5	5	5	5	8
	Fanrax (Necromancer)	6	4	6	5	7
	Grawshak (Orc Shaman)	7	5	5	5	7
	Sinestra (ArchMage)	8	4	4	4	9
	Borouh (Storm Mater)	7	6	5	5	6
	Zargon					
Special Features						
	Body Points	May have one or the other				
	Polar Warbear	Attacks twice				
	Elven Archer	Attack 4 at longrange, Attack 1 at adjacent				
	Ogre's Body Points	May have be variable				
	Dark Warriors	If one black shield is rolled no damage is taken, 2* adjacent attack (cbm)				
	Death Reaper	If hit roll one combat die, if a black shield is rolled hero is frozen, next turn if white sheild is rolled hero is un-frozen				
	White Seer	May steal one spell card for the wizard or elf in line of sight at the start of Zargon's turn				
	Skaven	1 ranged attack / 2 adjacent attack				
	Magic Skull	May not leave the room is shows up it				
	Dragon Strike Orc	Can attack longrange with bow				
	Dragon Strike Death Knight	Successful attack paralyzes hero for one turn unless hero make a successful mind point roll of 6 on 1 red die				
	Dragon Srtike Gargoyle	Attacks twice				
	Dragon Strike Troll	At the end of this monsters own turn it may heal 1 body point				

Monster Chart

	Dragon Strike Fire Elemental	Can be hurt only by spells (fire spells don't work) and magical weapons
	Dragon Strike Manscorpion	Moves like the dragon. Attacks three times
	Dragon Strike Giant	Attack 4 longrange with bolder
	Dragon Strike Dragon	May move diagonally. Attacks three times
	Balrog	Attacks with both weapons, both may attack diagonally, can be some or different hero, may also cast spell Firestorm three times
	Barbarian	May attack diagonally
	Chaos Lord	Attacks twice, can be same or different hero
	Diseased Zombie	Anytime a hero is hit, they must make a successful roll against disease
	Chaos Doomguard Warrior	Only needs one black shield to block all skulls rolled
	Elf	Attacks diagonally and may cast three spells
	Fearsome Skeleton	Hero must make a fear roll anytime they are in the same room with this monster
	Invulnerable Mummy	Immune to attacks of non-magical weapons, only artifacts and spells work
	Terrible Gargoyle	Attacks with both weapons, both may attack diagonally, can be some or different hero
	Wizard	Attacks diagonally and may cast nine spells

Diseased:
A Hero who is hit by a diseased monster will lose the normal body points from the dice roll. This Hero must then roll one red die. On a roll of 1 or 2, the Hero is diseased. On the Hero's next turn he will lose a Body Point from the plague, plus another Body Point every second turn thereafter. If you are playing with 'Potion of Cure' potions from the Potion Shop, than this is the only potion that cures Diseases (Healing potions allow the Hero to regain Body Points, but not cure the disease). If you are not playing with 'Potions of Cure', then a Healing Potion or spell cures the disease.

Fearsome Monsters:
Anytime a Hero starts his turn in the same room as a Fearsome Monster, he must make a 'Fear' roll at the start of his turn. The Hero rolls 1 red die, and on a roll of 5-6 he has become afraid and must move as far as possible from the monster, even if it means leaving the room. The Hero may not make any attack that turn, even against another monster, but can defend. If a Hero enters a room with a Fearsome Monster during his movement turn, he must make a Fear roll immediately. The fear only lasts one turn, but the Hero must make a fear roll every turn he is in the same room as a Fearsome Monster. Once a Hero has passed a fear roll, he does not have to make it again that turn, but must on the next if he is still in contact with a Fearsome Monster.

