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INTELLECT DEVOURER

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Wounds: 10
Move: 4
Weapon Skill: 3
Strength: 4
Toughness: 3
Attacks: 1 (special)

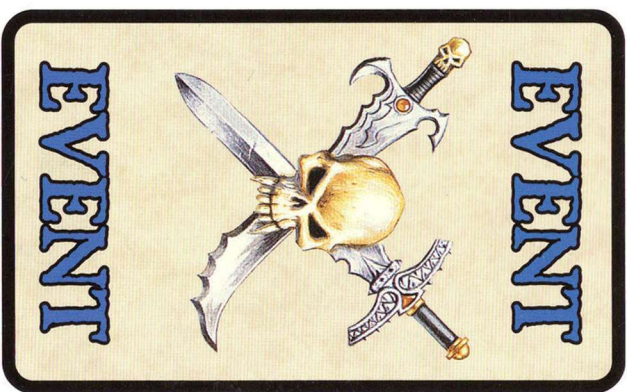
Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit: Foe	2	3	4	4	4	4	5	5	5	6

Special Rules

Intellect Devourers prefer to use their powerful psychic abilities and will try to take over a Warrior's mind instead of fighting in hand to hand combat. Moving as far as possible away.

The Warrior the Intellect Devourer chooses to 'Body Snatch' must roll an initiative test on 1D6. If the test is unsuccessful the Warrior will attack the closest Warrior for this Monster phase.

VALUE 190G EACH



M

TREANT

M

Wounds: 40
Move: 3
Weapon Skill: 3
Strength: 6
Toughness: 4
Attacks: 2

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit: Foe	2	3	4	4	4	4	5	5	5	6

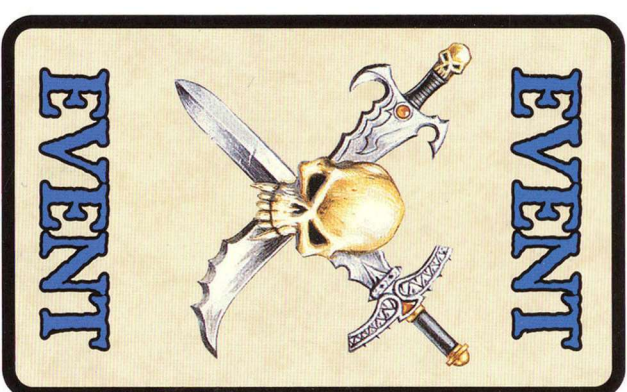
Special Rules

Fire inflicts double damage to an Treant.

Pick Up - A Treant may pick up a Warrior up to 2 spaces away.

The Warrior may roll against pinning to avoid this. If the Treant is successful, they will squeeze the Warrior causing 2D6 wounds minus Toughness.

VALUE 300G EACH



M

GRELL

M

Wounds: 18
Move: 3
Weapon Skill: 3
Strength: 4
Toughness: 3
Attacks: 2 (special)

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit: Foe	2	3	4	4	4	4	5	5	5	6

Special Rules

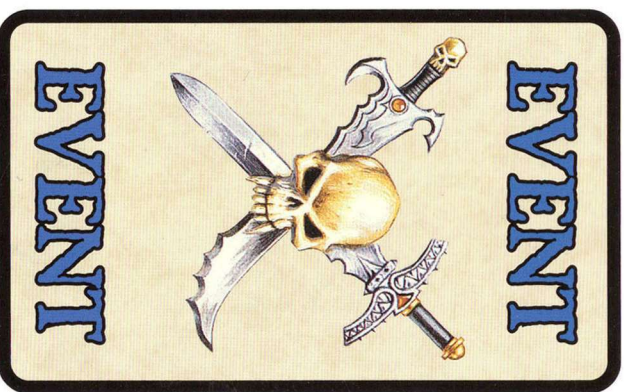
The Grell attacks with it's beak and it's tentacles.

Beak : Strength 4

Tentacles : Strength 4

If a wound is caused the Warrior must roll 1D6 and roll higher than their Toughness or is paralysed and loses their turn.

VALUE 275G EACH



M

ID6 KOBOLDS WITH HAND WEAPONS

M

Wounds: 1
Move: 4
Weapon Skill: 2
Strength: 2
Toughness: 2
Attacks: 1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit: Foe	3	4	4	4	5	5	6	6	6	6

Special Rules

Kobolds make an immediate attack as soon as they are placed on the board and then attack as normal in the Monsters' Phase.

Draw a Warrior counter and place as many Kobolds as possible around that Warrior. Repeat until all the Kobolds have been placed.

VALUE 15G EACH

