

# ◆ LEVEL 1 MONSTER TABLE - LUSTRIA ◆

D100	Monster	W	M	WS	BS	S	T	Arm	I	A	Dam	Gold	No.	Special Rules
1	Roll on Level 2 Monster table													
2	Roll on Level 2 Monster table													
3	Roll twice on this table													
4	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.
5	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.
6	Ungors	3	4	3	5+	3	4	-	3	1	1D6	60	2D6	Throw Spear (Str 2).
7	Skaven Stormvermin & Skaven Plague Monks	5 5	5 5	4 3	4+ 4+	4 3	3(4) 4	1 -	5 4	1 1	1D6 1D6	95 60	1D6 1D3	- Frenzy 5+; Armed with Weeping Blade.
8	Giant Bats	1	8	2	-	2	2	-	1	1	1D6	15	2D6	Ambush A; Fly.
9	Snakes	2	4	2	-	1	2	-	3	1	1D6	30	2D6	Ambush, Magic 6+; Poison.
10	Pygmies	3	4	3	4+	2	2	-	3	1	1D6	60	2D6	Ambush 4+; Armed with [1-3] Blowpipes (Str 1, Poison) or [4-6] Spears.
11	Giant Rats	1	6	2	-	2	3	-	4	1	Special	25	2D6	Deathleap.
12	Saurus & Skinks	10 2	4 6	3 2	- 4+	4 3	4 (6) 2 (3)	2 1	1 4	1 2	1D6 1D6	150 40	1D6 1D6	Armed with [1-3] Spears (Fight in Ranks) or [4-6] Axes; Bite Attack. Armed with [1-2] Short Bows (Str 1), [3-4] Javelins or [5-6] Swords; Poison.
13	Forest Goblins	2	4	2	5+	3	3	-	2	1	1D6	20	2D6	Armed with [1-2] Bows (Str 1), [3-4] Spears or [5-6] Swords; Tattoos 6+.
14	Lizards	2	4	2	-	1	3 (4)	1	2	1	1D6	20	2D6	Ambush 6+.
15	Snotlings	1	4	1	-	1	1	-	1	1	1D6	10	1D6+6	Ambush, Magic A; Gang Up.
16	Tigers	12	9	4	-	4	4	-	6	2	1D6	150	1D3+1	-
17	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.
18	Skeletons & Zombies	5 5	4 4	2 2	5+ -	3 3	3 3	- -	2 1	1 1	1D6 1D6	80 40	1D6 1D6	Armed with [1-2] Bows (Str 3), [3-4] Spears or [5-6] Swords; Fear 5; Regenerate 1. Fear 3.
19	Giant Spiders	1	6	2	-	1	2	-	1	1	Special	15	2D6	Web (1D3).
20	Chameleon Skinks & Skink Shaman	2 3	6 6	2 2	4+ 4+	3 3	2 (3) 3 (4)	1 1	4 5	1 1	1D6 1D6	60 300	2D6 1	Ambush 4+; Armed with Blowpipe (Str 1); Chameleon; Poison. Lizardman Magic 1.
21	Giant Insects	1	8	2	-	1	1	-	5	1	1D3	15	12	Fly.
22	Savage Orcs	5	4	3	4+	3	4	-	2	1	1D6	65	1D6	Armed with [1-3] Bows (Str 4) or [4-6] Swords; Tattoos 6+.
23	Gors	6	4	4	4+	3	4	-	3	1	1D6	100	1D6+2	Throw Spear (Str 3).
24	Giant Centipedes	2	3	4	-	1	3 (4)	1	2	1	1D6	30	2D6	Poison.
25	Saurus	10	4	3	-	4	4 (6)	2	1	2	1D6	150	1D6	Armed with [1-3] Spears (Fight in Ranks) or [4-6] Axes; Bite Attack.
26	Ogres	13	6	3	5+	4	5	-	3	2	1/2 (5+)	400	1D3	Fear 5.
27	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.
28	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.
29	Vampire Bats	1	8	2	-	2	2	-	1	1	1D6	25	1D6+2	Ambush, Magic A; Fly; Poison Attack.
30	Gors (mounted on) Tuskhors	6 8	4 7	4 3	4+ -	3 4	4 4 (5)	- 1	3 2	1 1	1D6 1D6	100 100	1D3 Special	Throw Spear (Str 3). Impale.
31	Crocodiles	12	3	4	-	5	4	-	4	1	1D6	140	1D3+1	Crocodile Attack.
32	Dark Elf Warriors	6	5	4	3+	3	3 (4)	1	6	1	1D6	100	1D6+3	Armed with [1-2] Crossbows (Str 4), [3-4] Spears (Fight in Ranks) or [5-6] Swords; Dodge 6+; Hate Elves.
33	Giant Spiders	1	6	2	-	1	2	-	1	1	Special	15	1D6+6	Web (1D3).
34	Pygmies & Pygmy Shaman	3 8	4 4	3 2	4+ 5+	2 2	2 2	- -	3 4	1 1	1D6 1D6	60 300	1D6+6 1	Ambush 4+; Armed with [1-3] Blowpipes (Str 1, Poison) or [4-6] Spears. Pygmy Magic 1.
35	Savage Orcs & Savage Orc Shaman	5 18	4 4	3 3	4+ 5+	3 3	4 5	- -	2 3	1 1	1D6 1D6	65 600	1D6 1	Armed with [1-3] Bows (Str 4) or [4-6] Swords; Tattoos 6+. Magic Resistance 6+; Magic Weapon; Orc & Goblin Magic 1; Tattoos 6+.

D100	Monster	W	M	WS	BS	S	T	Arm	I	A	Dam	Gold	No.	Special Rules
36	Saurus	10	4	3	-	4	4 (6)	2	1	2	1D6	150	1D6	Armed with [1-3] Spears (Fight in Ranks) or [4-6] Axes; Bite Attack.
37	Gors & Ungors	6	4	4	4+	3	4	-	3	1	1D6	100	1D6	Throw Spear (Str 3).
		3	4	3	5+	3	4	-	3	1	1D6	60	1D6	Throw Spear (Str 2).
38	Giant Rats	1	6	2	-	2	3	-	4	1	Special	25	1D6+6	Deathleap.
39	Skinks & Skink Shaman	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.
		3	6	2	4+	3	3 (4)	1	5	1	1D6	300	1	Lizardman Magic 1.
40	Giant Toads	1	4	2	-	1	3	-	2	1	1D6	20	2D6	Bounce; Never Pinned.
41	Ghouls	4	4	2	-	3	4	-	3	2	1D6	80	2D6	Break; Fear 4.
42	Minotaurs	15	6	4	4+	4	4	-	3	2	2D6	440	1D3	Fear 5.
43	Amazon Warriors	10	5	3	4+	3	3 (4)	1	4	1	1D6	110	1D6+1	Armed with [1-2] Bows (Str 3), [3-4] Spears (Fight in Ranks) or [5-6] Swords.
44	Giant Snake	18	6	3	-	4	4	-	3	3	2D6	570	1	Coil; Poison.
45	Savage Orcs	5	4	3	4+	3	4	-	2	1	1D6	65	1D6+2	Armed with [1-3] Bows (Str 4) or [4-6] Swords; Tattoos 6+.
46	Forest Goblins (mounted on) Great Spiders	2	4	2	5+	3	3	-	2	1	1D6	20	1D3+2	Armed with [1-2] Bows (Str 1), [3-4] Spears or [5-6] Swords; Tattoos 6+.
		10	7	3	-	2	3	-	1	1	Special	40	Special	Web (1D3+1).
47	Zombies	5	4	2	-	3	3	-	1	1	1D6	40	2D6	Fear 3.
48	Giant Bats	1	8	2	-	2	2	-	1	1	1D6	15	1D6+6	Ambush A; Fly.
49	Skaven Clanrats	3	5	3	4+	3	3	-	4	1	1D6	40	2D6	-
50	Snakes	2	4	2	-	1	2	-	3	1	1D6	30	1D6+6	Ambush, Magic 6+; Poison.
51	Chameleon Skinks & Chameleon Skink Champion	2	6	2	4+	3	2 (3)	1	4	1	1D6	60	1D6+6	Ambush 4+; Armed with Blowpipe (Str 1); Chameleon; Poison.
		5	6	3	3+	4	2 (3)	1	5	2	1D6	160	1	Ambush 4+; Armed with Blowpipe (Str 2); Chameleon; Magic Item; Poison.
52	Forest Goblins	2	4	2	5+	3	3	-	2	1	1D6	20	1D6+6	Armed with [1-2] Bows (Str 1), [3-4] Spears or [5-6] Swords; Tattoos 6+.
53	Skaven Stormvermin & Skaven Clanrats	5	5	4	4+	4	3(4)	1	5	1	1D6	95	1D6	-
		3	5	3	4+	3	3	-	4	1	1D6	40	1D6	-
54	Wild Cave Squigs	3	6	4	-	5	3	-	5	2	1D6	200	1D3	Never Pinned; Wild Squig Attack.
55	Panthers	10	9	4	-	4	3	-	6	2	1D6	160	1D6	Ambush 4+
56	Boars	7	7	3	-	3	3	-	3	1	1D6	50	1D6+2	Impale.
57	Skeletons (mounted on) Skeletal Steeds	5	4	2	5+	3	3	-	2	1	1D6	80	1D6	Armed with [1-2] Bows (Str 3), [3-4] Spears or [5-6] Swords; Fear 5; Regenerate 1.
		6	8	2	-	3	3	-	2	1	1D6	70	Special	Fear 5; Regenerate 1.
58	Chaos Spawn	S	S	3	-	4	5	-	1	S	Special	S	1D3+1	Chaos Spawn Attack; Daemonic -1; Fear 6.
59	Forest Goblins & Forest Goblin Shaman	2	4	2	5+	3	3	-	2	1	1D6	20	2D6	Armed with [1-2] Bows (Str 1), [3-4] Spears or [5-6] Swords; Tattoos 6+.
		3	4	2	4+	3	4	-	3	1	1D6	280	1	Orc & Goblin Magic 1; Tattoos 5+.
60	Skaven Stormvermin	5	5	4	4	4	3 (4)	1	5	1	1D6	95	1D6	-
61	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.
62	Dark Elf Warriors	6	5	4	3+	3	3 (4)	1	6	1	1D6	100	1D6+2	Armed with [1-2] Crossbows (Str 4), [3-4] Spears (Fight in Ranks) or [5-6] Swords; Dodge 6+; Hate Elves.
63	Snotlings	1	4	1	-	1	1	-	1	1	1D6	10	2D6	Ambush, Magic A; Gang Up.
64	Saurus	10	4	3	-	4	4 (6)	2	1	2	1D6	150	1D6+1	Armed with [1-3] Spears (Fight in Ranks) or [4-6] Axes; Bite Attack.
65	Skavenslaves & Skaven Clanrat Champion	2	5	2	5+	3	3	-	4	1	1D6	20	1D6+6	Armed with Sling (Str 2); Break.
		11	5	4	3+	4	3 (5)	2	5	2	2D6	270	1	Magic Weapon; Never Pinned.
66	Boars	7	7	3	-	3	3	-	3	1	1D6	50	1D6	Impale.
67	Leopards	10	9	4	-	4	4	-	6	2	1D6	170	1D3+1	Ambush 3+
68	Pygmies & Pygmy Shaman	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.
		8	4	2	5+	2	2	-	4	1	1D6	300	1	Pygmy Magic 1.
69	Chaos Rats	2	6	2	-	3	3	-	4	1	Special	70	1D6+3	Chaos Mutation; Deathleap.
70	Vampire Bats	1	8	2	-	2	2	-	1	1	1D6	25	1D6	Ambush, Magic A; Fly; Poison Attack.
71	Ungors	3	4	3	5+	3	4	-	3	1	1D6	60	1D6+6	Throw Spear (Str 2).

