

<p><b>Giants</b> <span style="float: right;">5</span> Boulders C: 4 B: 1 E: 5</p> <p><i>Favored terrain hills</i></p> <p><i>Engineer</i></p> <p style="text-align: right;">+4 missile C</p> <p><b>-3</b> Horde infantry</p>	<p><b>Red Dragon</b> <span style="float: right;">5</span> C: 5 B: 2 E: 5</p> <p><i>Flying</i></p> <p><i>Magic-resistant</i></p> <p><i>Immune to fire</i></p> <p style="text-align: right;">4 C fire breath</p> <p><b>-3</b> Horde aerial</p>	<p><b>Black Dragon</b> <span style="float: right;">3</span> C: 3 B: 1 E: 3</p> <p><i>Flying</i></p> <p><i>Magic-resistant</i></p> <p style="text-align: right;">2 C acid breath</p> <p><b>-1</b> Horde aerial</p>	<p><b>Orc Tribe</b> <span style="float: right;">1</span> C: 2 B: 1 E: 2</p> <p><i>Favored terrain forest</i></p> <p><i>Hate elves</i></p> <p style="text-align: right;">+1 C</p> <p><b>2</b> Horde infantry</p>
<p>Horde Shaman Magic</p> <p><i>Spooked</i></p> <p>Classified as fear magic; enemy unit must save or immediately rout.</p> <p style="text-align: center;"><b>-2</b></p> <p style="text-align: center;">TAKE TERRAIN</p>	<p><b>Orc Tribe</b> <span style="float: right;">1</span> C: 2 B: 1 E: 2</p> <p><i>Favored terrain forest</i></p> <p><i>Hate elves</i></p> <p style="text-align: right;">+1 C</p> <p><b>2</b> Horde infantry</p>	<p><b>Goblin Scouts</b> <span style="float: right;">1</span> Shortbow and sword C: 1 B: 0 E: 1</p> <p><i>Favored terrain hills</i></p> <p><i>Hate dwarves</i></p> <p style="text-align: right;">Scout, +1 missile C</p> <p><b>3</b> Horde infantry</p>	<p><b>Goblin Tribe</b> <span style="float: right;">1</span> Shortbow and sword C: 1 B: 1 E: 2</p> <p><i>Favored terrain hills</i></p> <p><i>Hate dwarves</i></p> <p style="text-align: right;">+1 missile C</p> <p><b>3</b> Horde infantry</p>
<p><b>Kobold Tribe</b> <span style="float: right;">1</span> C: 1 B: 0 E: 1</p> <p><i>Favored terrain hills</i></p> <p><i>Hate dwarves and gnomes</i></p> <p style="text-align: right;">Ambush</p> <p><b>3</b> Horde infantry</p>	<p style="text-align: center;">RALLY</p> <p style="text-align: center;"><b>-1</b></p> <p style="text-align: center;">A tribe causes horror for one combat.</p> <p><i>Fell Banner</i></p> <p style="text-align: right;">Horde Special</p>	<p><b>Kobold dire weasel riders</b> <span style="float: right;">2</span> C: 2 B: 0 E: 1</p> <p><i>Charge</i></p> <p><i>Hate dwarves and gnomes</i></p> <p><i>Favored terrain hills</i></p> <p style="text-align: right;">Ambush or Screen</p> <p><b>3</b> Horde cavalry</p>	<p><b>Ogres</b> <span style="float: right;">2</span> C: 3 B: 0 E: 3</p> <p><i>Favored terrain hills</i></p> <p style="text-align: right;">+2 C attacking</p> <p><b>1</b> Horde infantry</p>

<p><b>Ogres</b> (2)</p> <p>C:3 B:0 E:3</p> <p><i>Favored terrain hills</i></p> <p>+2 C attacking</p> <p><b>1</b> Horde infantry</p>	<p>TAKE TERRAIN</p> <p><b>-1</b></p> <p>Engineer 1 Leadership +2 C, +1 missile C, +1 B</p> <p><i>Giant Chieftain</i> <i>Horde Captain</i></p>	<p>TAKE TERRAIN</p> <p><b>-2</b></p> <p>3 Leadership Fearlessness +2 C, +1 B</p> <p><i>Warboss</i> <i>Horde General</i></p>	<p><b>Warg riders</b> (3)</p> <p>C: 3 B: 2 E: 3</p> <p><i>Can be used in forest and rocky terrain</i></p> <p><i>Charge</i></p> <p><b>0</b> Horde cavalry</p> <p>Scout or Pursuit, +1 C attacking</p>
<p><b>Warg riders</b> (3)</p> <p>C: 3 B: 2 E: 3</p> <p><i>Can be used in forest and rocky terrain</i></p> <p><i>Charge</i></p> <p><b>0</b> Horde cavalry</p> <p>Scout or Pursuit, +1 C attacking</p>	<p><b>Boar riders</b> (3)</p> <p>C: 4 B: 2 E: 3</p> <p><i>Can be used in forest terrain</i></p> <p><i>Charge</i></p> <p><b>-1</b> Horde cavalry</p> <p>+1 C attacking, Screen or Pursuit</p>	<p>Horde Shaman Magic</p> <p><i>Waaaaaggghhh</i></p> <p>Cast before the RN draw, grants any horde unit a +1 B and makes them magic-resistant.</p> <p><b>0</b></p> <p>RALLY</p>	<p><b>Trolls</b> (4)</p> <p>C: 4 B: 2 E: 4</p> <p><i>Berserkers</i></p> <p><i>Regenerate</i></p> <p><i>Favored terrain marsh/river crossing</i></p> <p><b>-3</b> Horde infantry</p> <p>Fearlessness, +1 C</p>
<p>TAKE TERRAIN</p> <p><b>0</b></p> <p><i>Tide of Flesh</i></p> <p>Horde Special</p> <p>In any combat which results in the routing of an enemy unit, one winning unit may be discarded to change the result to an elimination.</p>	<p>TAKE TERRAIN</p> <p><b>-2</b></p> <p>Eye of the Beholder</p> <p>Horde Special</p> <p>May be used in one of 3 ways: * +2 C fire attack (1 vs. magic resistant) * Confusion - save or -1 B and E * Death Ray - hero must save or be eliminated</p>	<p><b>Lizardmen Tribe</b> (2)</p> <p>C: 2 B: 1 E: 2</p> <p><i>Favored terrain marsh/river crossing</i></p> <p><i>Fearless</i></p> <p><b>1</b> Horde infantry</p> <p>Fearlessness, Pursuit</p>	<p>TAKE TERRAIN</p> <p><b>1</b></p> <p><i>Big Boss</i> <i>Horde Captain</i></p> <p>+1 C 1 Leadership</p>

# Monster Horde Arsenal Sheet

## Arsenal Composition:

16 Units  
6 Take Terrain  
2 Rally  
3 Specials  
3 Leaders  
2 Spells  
RN Distribution: Unpredictable

## Background:

From time to time, in the mountains and dark caves of the world, monstrous creatures come together under the authority of a powerful warlord to loot and pillage the surface world. From huge dragons to tiny kobolds, accompanied by shamans and fierce boar and wolf cavalry, the monster horde is the most varied army in the realms.

## Units:

Giants – huge (12-15' tall) humanoids with clubs and throwing boulders as missile weapons. Their size and strength give them the ability to destroy walls and buildings.

Red dragon – a crimson nightmare, the red dragon is almost 100' long with the ability to breathe fire and genius intelligence.

Black dragon – 60' long, the black dragon breathes acid.

Orcs/boar riders – orcs are about the size of humans with pig faces and brute strength; orc cavalry units use giant, ill-tempered boars for mounts.

Goblins/warg riders – only 4' tall, goblins use their numbers to overwhelm opponents; goblin cavalry uses giant wolves, or wargs, as mounts.

Kobolds/weasel riders – scaly reptile creatures only 3' in height, kobolds excel at traps and ambushes; giant weasels are their preferred mount when kobold cavalry takes the field.

Ogres – 8-9' tall, the ogres are ferocious shock troops, big enough to overrun most human-sized creatures and numerous enough to maintain assault momentum.

Trolls – only slightly smaller than ogres, trolls are rubbery and disgusting creatures that can regenerate any bodypart unless it is damaged by fire. They are bloodthirsty warriors with absolutely no fear due to their regenerating ability and will enter combat in a crazed state with no regard for their own safety.

Lizardmen – human-sized reptile creatures, they are cold-blooded and ferocious, fighting with no emotion and no fear.

## Specials:

Fell Banner – hordes sometimes carry totem standards made of enemy body parts, such as heads or ears. The terrifying reminder of their enemies' fates often causes horror.

Tide of Flesh – the hordes have very little regard for the welfare of the individual tribe members; warbosses sacrifice any number of warriors to achieve their objective, often overwhelming the enemy by sheer numbers.

Eye of the Beholder – the beholder is an orb-like monster with many eyes and magical powers. The creatures sometimes join hordes with the promise of treasure and destruction.

## Heroes:

Warboss – the largest, meanest humanoid creatures and generally the most intelligent use their unique charisma to unite the tribes and monsters into a cohesive fighting force.

Big Boss – lieutenants of the warboss, they keep their charges in line with force and intimidation.

Giant Chieftain – a walking colossus of brute strength, the chieftain is the largest of his kind and is admired and feared by humanoids of all sizes. The giant chieftain can throw boulders, providing walking artillery for the monster horde.

## Magic:

Spooked – shamanic magic that produces a terrifying image in the minds of its targets causing them to flee the battlefield.

Waaaagggghh – named for the sound produced by the shaman in order to create the magic, the unearthly scream rallies all monsters.