

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
11	Roll on Level 2 Monster Table													
12	Ogres	6	3	5+	4	5	13	3	2	400	-	112(5+)	1D3	
13	Beastmen	4	4	4+	3	4	6	3	1	100	-	1	1D6+2	Throw Spears (Str 3).
14	Skaven Stormvermin	5	4	4+	4	3	5	5	1	95	1	1	1D6+3	-
15	Snotlings	4	1	-	1	1	1	1	1	10	-	S	1D6+6	Ambush, Magic A; Gang Up.
16	Giant Bats	8	2	-	2	2	1	-	1	15	-	1	1D6+6	Ambush A; Fly. -.
21	Giant Spiders	6	2	-	S	2	1	-	1	15	-	1	2D6	Web (1 D3).
22	Giant Rats	6	2	-	3	3	1	4	1	25	-	5	2D6	Deathleap. ,,
23	Orcs	4	3	4+	3	4	3	2	1	55	-	1	2D6	Armed with [1-3] Bows (Str 3) or [4-6] Swords.
24	Skaven Clanrats	5	3	4+	3	3	3	4	1	40	-	1	2D6	-
25	Savage Orcs &	4	3	4+	3	4	5	2	1	65	S*	1	1D6	Armed with Bows (Str 3); *Tattoos 6+.
25	Savage Orc Shaman	4	3	4+	3	5	16	3	1	590	S*	1	1	Orc Magic 1; Magic Resistance 6+; Magic Weapon; *Tattoos 5+
26	Goblin Netters	4	2	5+	3	3	2	2	1	35	-	S	1D6	Armed with Nets.
31	Skeletons	4	2	5+	3	3	5	2	1	80	-	1	2D6	Armed with [1-3] Bows (Str 3) or [4-6] Swords; Fear 5; Regenerate 1.
32	Zombies	4	2	-	3	3	5	1	1	40	-	1	1D6	Fear 3.
33	Ghouls	4	2	-	3	4	4	3	2	80	-	1	2D6	Break; Fear 4.
34	Dark Elves	5	4	3+	3	3	6	6	1	100	1	1	1D6+3	Armed with Crossbows (Str 4); Dodge 6+; Hate Elves.

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35	Giant Spiders	6	2	-	S	2	1	-	1	15	-	1	2D6	Web (1D3).
36	1-3 Wild Cave Squigs	S	4	-	5	3	3	5	2	200	-	1	1D3	Never Pinned; Wild Squig Attack.
36	4-6 Trained Cave Squigs &	S	4	-	5	3	3	5	2	200	-	1	1D3	Never Pinned.
36	Goblin Squig Hunters	4	2	5+	3	3	2	2	1	25	-	1		Special Herd Squigs.
41	Snotlings	4	1	-	1	1	1	1	1	10	-	S	1D6+6	Ambush, Magic A; Gang Up.
42	Giant Bats	8	2	-	2	2	1	-	1	15	-	1	1D6+6	Ambush A; Fly.
43	Hobgoblins	4	3	4+	3	3	4	2	1	50	1	1	1D6+3	Ambush, Magic A; Break
44	Goblins &	4	2	5+	3	3	2	2	1	20	-	1	1D6+6	Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight in Ranks).
44	Goblin Shaman	4	2	5+	3	4	3	3	1	280	-	1	1	Goblin Magic 1; Magic Resistance 5+ (Ring).
45	Minotaurs	6	4	4+	4	4	15	3	2	440	-	2	1D3	Fears.
46	Orcs	4	3	4+	3	4	3	2	1	55	-	1	2D6	Armed with [1-3] Bows (Str 3) or [4-6] Swords.
51	Snotlings	4	1	-	1	1	1	1	1	10	-	S	1D6+6	Ambush, Magic A; Gang Up.
52	Giant Bats	8	2	-	2	2	1	-	1	15	-	1	1D6+6	Ambush A; Fly.
53	Giant Spiders	6	2	-	S	2	1	-	1	15	-	1	2D6	Web (1D3). -
54	Giant Rats	6	2	-	3	3	1	4	1	25	-	S	2D6	Deathleap.
55	Skaven Clanrats.	5	3	4+	3	3	3	4	1	40	-	1	2D6	-
56	Skeletons	4	2	5+	3	3	5	2	1	80	-	1	2D6	Armed with [1-3] Bows (Str 3) or [4-6] Swords; Fear 5; Regenerate 1.

