






Flint's Bestiary

This is a list of monsters, stats and also new monsters for the board game HeroQuest. This bestiary can be downloaded for free at :

www.hq-cooperation.de

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	Monster	A	D	Mv	Bd	Md	Special Rules
	Goblin	2	1	10	1	2	
	Nightgoblin	2	1	10	1	2	Spear
	Squig	4	2	d6	1	1	Difficult to control
	Giant Spider	4/3/2	3	6	2	1	Directional Attack, Slow
	Spider	1	1	8	1	0	
	Orc	3	3	8	1	1	
	Black Orc	4	3	7	2	3	
	Fimir	3	3	6	2	3	
	Skeleton	2	2	6	1	0	Spear
	Zombie	2	3	4	2	0	
	Mummy	3	4	4	2	0	
	Wraith	3	2	6	2	0	Ethereal
	Bat	2	1	10	1	0	Fly
	Giant Bat	Stats in the Quest Book					Fly
	Ungor	3(2)	2	6	1	1	Spear
	Gor	4	3	6	2	1	
	Chaos Marauder	3	3	7	1	2	
	Chaos Warriors	4	4	6	3	3	
	Chaos Champion	Stats in the Quest Book					Magician
	Gargoyle	5	5	6	4	0	Immune to Psychology
	Troll	3	3	6	2	1	Regeneration

	Monster	A	D	Mv	Bd	Md	Special Rules
	Ogre	5	5	5	5	1	
	Ogre Champion	6	6	6	6	3	
	Ogre Lord	Stats in the Quest Book					
	Chaos Sorcerer	Stats in the Quest Book					Magician
	Demon	3	3	10	2	3	Fly, Fireball, Demonic ward Save
	Dragon	Stats in the Quest Book					Multiple Attack, Fire Breath, Large target, Immune to Psychology

	Skaven	A	D	Mv	Bd	Md	Special Rules
	Clanrat	2	2	10	1	2	
	Stormvermin	3	4	10	2	2	
	Shadowrunner	2	2	12	1	3	Sling
	Giant Rat	1	1	10	1	1	Trained for the hunt
	Rat Ogre	4	4	7	5	2	Raging brute
	Packmaster	3	2	10	1	3	Whip, Packmaster
	Plague Monk	3	3	10	2	2	Pestilent blades
	Assassin	4	4	12	3	5	Warpstone stars, Fast
	Warlock	2	2	10	2	6	Warlock Adept
	Seer	2	3	10	3	7	Skaven Seer
	Warlord	Stats in the Quest Book					

Special Rules for Monsters:

DEMONIC WARD SAVE: For any damage the monster fails to defend against, roll a blue combat die. On the roll of a black shield, that damage is ignored.

DIFFICULT TO CONTROL: The Evil Wizard Player must roll one d6 at the start of each of their turns.. On the roll of a one, he may not use the monster and one random Hero may immediately gain control of the figure instead of the Evil Wizard Player for one turn.

DIRECTIONAL ATTACK: The monster's attack power depends on the direction it is facing. It may attack forwards normally with four dice, diagonally to its facing with three dice, or sideways with two dice. It may not make attacks in any other direction without first turning, which will count as moving.

ETHEREAL: This creature is not truly a part of our reality, trapped in a realm between worlds. When moving, the monster may pass through Heroes as if they were friends. The monster may not end its movement on a space already occupied by a Hero. Each time the monster passes through a Hero, they must pass a Mind test or loose one Body point.

FIRE-BREATH: The monster may make an attack against a number of Heroes in a straight line with four dice. For every Hero beyond the first, the attack rolls one die less. Monsters using this ability may not make any other form of attack in the same turn.

FIREBALL: The monster may cast the Ball of Flame Chaos spell instead of attacking

FLY: A flying monster can pass through Hero models as if they were friends.

LARGE TARGET: When determining line of sight to and from this monster, do not count other figures as blocking line of sight, save for other Large Targets.

MAGICIAN:The monster has access to Chaos Spells.

MULTIPLE ATTACK (X/Y/Z): The monster may make multiple attacks, each with the number of attack dice listed. The first number (X) is attacks to the front, the second (Y) is attacks to each side, the third (Z) is attacks to the rear. Each direction may be separately attacked.

IMMUNE TO PSYCHOLOGY: The monster is immune to spells and effects which do not cause Body point damage. It may not enter "FRENZY".

SLOW: The monster may not both move and attack in the same turn

SPEAR: This monster may attack diagonally but with only two combat dice.

REGENERATION: This monster counts both black and white shields when defending.

Special Rules for Skaven:

BERSERKER: This monster may choose to enter a state of „FRENZY. If they do so, they remain so for the rest of the game.

FAST: The monster may attack twice: either the same target or two different targets in base contact, each time they could normally make an attack.

FRENZY: Monsters in a state of “FRENZY” make all melee attacks with black combat dice, but roll one fewer combat die for both attack and defend.

PACKMASTER: This monster has an effect on certain other monsters as listed in their special rules.

PESTILLENT BLADES: If a Hero is hurt by a monster with a pestilent blade, they are made sick and weak. They must re-roll any skulls rolled in their initial attack roll, until they next recover any Body Points.

RAGING BRUTE: As long as a monster with the “Packmaster” ability is on an adjacent space to this monster, the monster fights with an additional combat die for both attack and defend. If there is no monster with the “PACKMASTER” ability within line of sight at the start of the controller’s turn, the monster will enter a state of “FRENZY” immediately.

SKAVEN SEER: A Skaven Seer knows up to eight of the Skaven Spells.

SLING: A monster with a sling may attack any one non-adjacent figure in line of sight with two combat dice.

TRAINED FOR THE HUNT: If this monster is guided by a monster with the “PACKMASTER” ability, the monster may make an extra movement after its attack (move-attack-move). In every case, the monster must begin and end their move in line of sight of the monster with the “PACKMASTER” ability.

WARPSTONE STARS: A monster with Warpstone Stars may attack any one non-adjacent figure in line of sight with three combat dice.

WARLOCK ADEPT: A Warlock Adept of knows up to four of the Skaven Spells.

WHIP: A monster with a whip may attack diagonally with three combat dice.