MONSTERS

VERSION 2.2
UPDATED 08/08/20
INCLUDING CORRECTIONS, REVISIONS AND ADDITIONAL NOTES

Our warbands are not large forces and even some of the most costly options for warlords and heroes are suited only for larger games of the kind envisaged. However, they have been included for those whose ambitions stretch to such things, and because they are colourful and entertaining examples of what can be done.

The same is true of the monsters in this selector. Well, what sort of fantasy game doesn't have dragons and giants? Here they are, but they come along with a caution, because they are not really envisaged as part of the day-to-day game. Rather, they are included because they are colourful and entertaining, and no doubt some players will want to represent these beasties in their games too.

Monsters can also make interesting subjects for scenarios, whether under the control of a third player or randomly allocated to one of the players each turn in the form of a monster that has gone *wild* as described in the Special Rules section.

Agree to Include Monsters

Before selecting their forces, players must agree to include monsters where they wish to do so, and must set any limits or restrictions that are mutually acceptable.

For example, players might agree to allow the inclusion of a single monster unit of up to 150 points, or could allow any wild monster, or any monsters with a Res of less than 10, and so on. Monsters from this list can only be included in a warband where the players agree to do so.

Some of the creatures in this list are so powerful they are easily capable of putting whole armies to flight! All talk of game balance and fairness is folly in the face of such monstrosities and players must prepare for whatever the gods of fate deal them.

Most units in this list have three points values for the same kind of monster as wild, bound and allied unit. Allied monsters are the most reliable and they cost the most points. Points added to bound and allied units are added to the unit as a *whole*. Note that the points values of individual creatures remains constant when adding more models to some units, regardless of whether the unit is wild, bound or allied. See the Special Rules section for more about wild, bound and allied monsters.

Monster Horde

This list can be used to select a monstrous horde if players are agreeable - a warband made up entirely of monsters!

This is envisaged as an entertaining, but not necessarily very serious, option for players who fancy fielding an array of all those monsters that we all like to collect but rarely find a role for.

Riders

Some players might harbour a yen to field dragon riders or other heroic types riding gigantic monsters. This can be done by combining the stats for a warlord, hero or wizard with those of a monstrosity from this list. This is

ELF HERO RIDING DRAGON							
Mounted Monstrosity Unit			*Points Value: Combined rider and monstrosity*				
Unit: Elf Hero Riding Dragon	Ag	Acc	Str	Res	Init	Co	Special
1 x Dragon	5	4	6	15	-	-	Large, Tough 2, MoD3, 7x HtH Attacks SV6, 3x Flaming Breath SV3 Fire, Dread, Terror, Flies, Fast 6
1 x Mounted Elven Hero with sword, light armour, riding dragon	[6]	6	5	[5(6)]	8	9	[Tough 2], Hero, 3x HtH, [Wound]

The Elf Hero is taken from the Elven Warband list and the stats for the model combined with those of a dragon. The dragon loses its Init and Co stats as they are no longer needed - all tests are taken on the rider's Init and Co. The rider doesn't need Ag or Res but these are retained in brackets should the dragon be slain leaving the rider, who can sustain a wound, to fight on foot. The Hero's Tough special ability is transferred to the whole model, note this is Tough 2 because that's the base value of an Elven hero, and both Tough and Wound on the Hero's stats are bracketed because neither are used by the combined model.

essentially the same as for riding a chariot, with stats that only apply on foot bracketed like this [7]. See the rules for Monstrosities for more about how this is done.

An example is shown here without options - which remain the same for monstrosity and rider. The points cost of such an exercise takes our game way beyond the conflict of rival warbands, but is still workable for those who want to give it a go.

Monstrosities or monsters with riders are still bound by the rules for allied, bound or (you must be very brave!) wild monsters. They cannot benefit from the *command*, *follow* or *hero* special rules and - in the case of bound and wild monsters - order test fails of a 10 will have appropriate consequences for mount and rider. Where a bound or wild monster fails an order test on a roll of 10 and would otherwise be considered a casualty as a result then the rider is assumed to fall casualty too, i.e. if the bound monster flees the field or a wild monster goes 'wild'.

It should go without saying that such things are included by mutual consent and their inclusion here stems from a sense of completeness more than anything. Want to pitch armies of dragon riders against each other? How about those Neanderthal Barbarians riding Triceratops Dinosaurs! Go for it!

ADDITIONAL NOTES

Well, when Warlords of Erehwon was first published I never imagined folks would be quite so keen on filling their games with monsters - which just goes to show what I know. These additional notes will therefore try and address some of the questions that have been asked by players seeking guidance. As I hope should be clear from the text, it really is up to players to decide whether and how to use this list. That said, here are some of the things that have been queried.

If players agree to use units from his list does than mean they can be used as mounts by characters? Well - we know that's up to the players - but it's only fair to be specific about monstrosity riders. So, agree to use monsters by all means, but if you want to mount characters on monstrosities this should be agreed specifically.

If I mount a wizard on a monstrosity with two or three order dice does that mean the wizard can cast two or three spells - one each time an order is issued? Again - I think we know the answer - a wizard can only make one attempt to cast a spell in a turn, and that applies regardless of how many order dice - or actions - the wizard has.

When I mount a character on a monstrosity what happens to the unit's bodyguards? Well - unluckily you lose them - except for a wizard's spirits which can tag along. If such things are of concern, you can deduct the cost of bodyguards lost from the points value of the new combined

model. The points value of bodyguards is given per model in the Options section of the army list entry. Wizards can keep their spirits though - we assume they can move fast enough to keep up increasing their move rate if necessary (don't worry about any additional cost - it's not consequential).

I have added an option for Ogre leaders in Ogre units of three or more models, and I have added a stinging tail option onto the Manticore; both were queried and I can see no reason not to include them as options if the desire is there. Both entries also serve as example of how these things can be done should anyone fancy more tinkerage.

I have also reordered the section into strict alphabetical order; although this does tend to mean all of the 'Giant' somethings are grouped together, of course.

A few folks queried the fact that Ogres are not monstrosities. I have portrayed Ogres as I see them, and as they are traditionally portrayed in folklore, as large, brutish humanoids towering over normal sized humans for sure, but not giants. Of course, if your models happen to be vast, bloated critters the size of a small giant then I suggest they are treated as such and fielded as individuals. They might alternatively be given a Wound if fielded in units - though this is very powerful. A wound is generally costed at double the Res value of a model, should players wish to sort such things out for themselves.

BASILISK

Monstrosity Unit			Points Value: Wild 158, Bound 178, Allied 198				
Unit: Basilisk	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x Basilisk	5	4	6	10	5	7	Large, MoD2, 5x HtH SV4, Baleful Glare, Dread
			Options				

•None

BRONTOSAUR

Monstrosity Unit			Points Value: Wild 115 Bound 135 (Wild or Bound only)				
Unit: Brontosaur	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x Brontosaur	4	-	5	12	5	7	Large, MoD2, 5x HtH SV3, Blundering, Stampede
			Options				

•None

CAVE BEAR

Monster Unit			Points Value: Wild 62 (available as Wild only)				
Unit: Cave Bear	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x Cave Bear	5	5	6	8	2	8	Large, 3x HtH SV3, Irresistable charge, Frenzied charge, Wound
			Options				

•Make Were Bear @20pts making unit Allied

CHIMERA

Monstrosity Unit			Points Value: Wild 158, Bound 178, Allied 198				
Unit: Chimera	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x Chimera	5	4	6	9	5	7	Large, MoD2, 4x HtH SV4, 1x HtH SV10 Venomous, 3x Flaming Breath SV3 Fire, Dread
			Options				

•Give Chimera Wings @10pts adding Flies rule

COCKATRICE

Monstrosity Unit			Points Value: Wild 157, Bound 177, Allied 197				
Unit: Cockatrice	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x Cockatrice	5	4	7	10	5	7	Large, MoD2, 5x HtH Attacks SV3, Baleful Glare, Dread, Flies
			Options				

•None

CYCLOPS/SMALL GIANT

Monstrosity Unit			Points Value: Wild 150, Bound 170, Allied 190				
Unit: Cyclops	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x Cyclops	5	5	6	12	4	8	Large, MoD2, 5x HtH SV4, Dread
			Options				

•Give Cyclops rock to hurl @15pts

DRAGON

Monstrosity Unit				Points Value: Wild 380, Bound 410, Allied 440			
Unit: Dragon	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x Dragon	5	4	6	15	7	9	Large, MoD3, Fast 6, 7x HtH SV6, 3x Flaming Breath SV3 Fire, Dread, Terror, Flies
Options							

- Substitute Flaming Breath attacks for Beastly Breath @2pts
- Upgrade Flaming Breath to SV4 @5pts per attack
- Upgrade Flaming Breath to 6x attacks @18pts
- Give Baleful Glare @20pts

GHOULS

Beast Unit				Points Value: Wild 85, Bound 95, Allied 105			
Unit: Ghouls	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
5 x Ghouls	5	-	5	5	7	7	2x HtH SV1
Options							

- Give unit Venomous rule @5pts
- Add up to 5 Ghouls @17pts each

GIANT

Monstrosity Unit				Points Value: Wild 253, Bound 283, Allied 313			
Unit: Giant	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x Giant	5	5	6	13	3	8	Large, MoD3, 5x HtH SV5, Dread, Terror, Blundering
Options							

- Give Giant rock to hurl @15pts
- Give Giant Beastly Breath @20pts

GIANT RATS

Beast Unit				Points Value: Wild 46, Bound 56, Allied 66			
Unit: Giant Rats	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
3 x Giant Rats	6	-	4	4	7	7	2x HtH SV1 Venomous
Options							

- Add up to 2 Giant Rats @14pts each

GIANT SCORPIONS

Monster Unit				Points Value: Wild 57, Bound 67, Allied 77			
Unit: Giant Scorpion	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x Giant Scorpion	6	-	6	6	6	8	2x HtH SV2, 1x HtH SV10 Venomous, Wound
Options							

- Add up to 2 Giant Scorpions @59pts each

GIANT SPIDERS

Monster Unit				Points Value: Wild 50, Bound 60, Allied 70			
Unit: Giant Spiders	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x Giant Spider	6	-	6	6	7	9	3x HtH SV3, Wound
Options							

- Add up to 2 Giant Spiders @52pts each

GIANT TREEMAN

Monstrosity Unit				Points Value: Allied 204 (available as Allied only)			
Unit: Giant Treeman	Ag	Acc	Str	Res	Init	Co	Special
1 x Giant Treeman	5	5	6	12	2	8	Large, MoD2, 5x HtH SV4, Blundering, Slow 4, Woodsman, Stubborn, Tough, Dread
Options							

•Give Giant Treeman rock to hurl @ 15pts

GIGANTIC SPIDER

Monstosity Unit				Points Value: Wild 218, Bound 238 Allied 258			
Unit: Gigantic Spider	Ag	Acc	Str	Res	Init	Co	Special
1 x Gigantic Spider	6	-	6	13	7	9	Large, MoD2, 6x HtH SV6, Dread, Terror
Options							

•Give unit Venomous attacks @5pts

GOLEM

Monster Unit				Points Value: Bound 64 (only available as bound monster)			
Unit: Golem	Ag	Acc	Str	Res	Init	Co	Special
1 x Golem	3	-	7	13	3	10	Tough, Slow 4, 3x HtH SV2, Dread
Options							

•Give unit Choking attacks @3pts

GRIFFIN

Monstosity Unit				Points Value: Wild 144, Bound 164 Allied 184			
Unit: Griffin	Ag	Acc	Str	Res	Init	Co	Special
1 x Griffin	5	-	6	10	5	7	Large, MoD2, 5x HtH SV3, Dread, Savage, Fast 6, Flies
Options							

•None

HORNED DINOSAUR

Monstrosity Unit				Points Value: Wild 122 Bound 142 (Wild or Bound only)			
Unit: Horned Dinosaur	Ag	Acc	Str	Res	Init	Co	Special
1 x Horned Dinosaur	5	-	6	12	7	7	Large, MoD2, 3x HtH SV5, Dread, Stampede, Irresistable charge
Options							

•None

HIPPOGRIFF

Monstosity Unit				Points Value: Wild 138, Bound 159, Allied 179			
Unit: Hippogriff	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x Hippogriff	5	-	6	10	5	7	Large, MoD2, 5x HtH SV3, Dread, Fast 6, Flies

Options

•None

HYDRA

Monstosity Unit				Points Value: Wild 182, Bound 202, Allied 222			
Unit: Hydra	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x Hydra	5	5	5	9	7	7	Large, MOD2, 9x HtH SV2, Stubborn, Dread, Regenerate

Options	

•Give 3x Flaming Breath SV3 Fire @18pts   •Give Hydra Beastly Breath @20pts

Note that the Hydra can have both kinds of breath attack if you wish - flaming breath and beastly breath.

MANTICORE

Monstrosity Unit				Points Value: Wild 158, Bound, 178, Allied 198			
Unit: Manticore	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x Manticore	5	5	6	12	5	7	Large, MoD2, 5x HtH Attacks SV4, Beastly Breath, Dread

Options	

•Give Chimera Wings @10pts adding Flies rule   •Given Chimera a stinging tail @35 points adding 1x HtH Attack SV10, Venomous

OGRES

Monster Unit				Points Value: Wild 28, Bound, 38 Allied 48			
Unit: Ogres	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x Ogre with big axe, huge mace or warhammer	5	5	5	8	7	7	Large, 2x HtH, Frenzied Charge
0 x Ogre Chieftain leader with big axe, huge mace or warhammer	5	5	5	8	7	8	Tough, Large, 2x HtH, Frenzied Charge

Options	

•Give unit light armour increasing Res to 8(9) @2pts per model   •Add up to 2 Ogres @28pts each

•Give unit spears @Free per model   •Make one Ogre in a unit of three or more a leader @12pts

•Make unit Vengeful @1pt per model

SWARMS

Swarm Unit

Points Value: Wild 75 (only available as wild swarms)

Special: Choose one kind of swarm

Unit: Swarm	Ag	Acc	Str	Res	Init	Co	Special
3 x Ratswarm - furry things	6	-	4	5	3	8	3x HtH SV1 Venomous
3 x Batswarm - flappy things	6	-	4	5	3	8	3x HtH SV1, Flies, Fast 7
3 x Spiderswarm - scuttling things	6	-	4	5	3	8	4x HtH SV0
3 x Frogswarm - slimey things	6	-	4	5	3	8	3xHtH SV0, Dread
3 x Beeswarm - stinging things	6	-	4	5	3	8	3x HtH SV0 Venomous, Flies
3 x Serpentswarm - wriggly things	6	-	4	5	3	8	4x HtH SV0, Venomous, Slow 4
Options							

• Add up to 2 Swarms @25pts each

TREEMEN/DRYADS

Monster Unit

Points Value: Allied 53 (available as Allied only)

Unit: Treemen	Ag	Acc	Str	Res	Init	Co	Special
1 x Treeman	5	5	6	8	2	8	Large, 2x HtH SV3, Blundering, Slow 4, Woodsman, Stubborn, Tough
Options							

• Add up to 2 Treemen/Dryads @33pts each

TROLLS

Monster Unit

Points Value: Wild 105, Bound, 115 (available as Wild or Bound only)

Unit: Trolls	Ag	Acc	Str	Res	Init	Co	Special
3 x Troll	4	5	6	7	4	7	Large, 3x HtH SV2, Chunder, Regenerate
Options							

• Add up to 2 Trolls @35pts each

TYRANNOSAUR

Monstrosity Unit

Points Value: Wild 188 Bound 208 (Wild or Bound only)

Unit: Tyrannosaur	Ag	Acc	Str	Res	Init	Co	Special
1 x Tyrannosaur	6	-	7	12	7	7	Large, MoD2, 5x HtH SV5, Dread, Terror, Irresistable charge
Options							

• None

WYVERN

Monstrosity Unit

Points Value: Wild 160 Bound 180 Allied 200

Unit: Wyvern	Ag	Acc	Str	Res	Init	Co	Special
1 x Wyvern	5	5	6	10	5	7	Large, MoD2, 5x HtH SV3 Venomous, Beastly Breath, Dread, Flies
Options							

• Give 5x Flaming Breath SV4 Fire instead of Beastly Breath @15pts   • Give Deathly Chill attacks instead of Venomous attacks @ Free