

ID3 BOMB SQUIGS

Wounds: 3
 Move: 6
 Weapon Skill: 4
 Strength: 5
 Toughness: 3
 Attacks: 1 (special)

Opponent's WS 1 2 3 4 5 6 7 8 9 10
 To Hit: 2 3 3 4 4 4 4 4 4 5 5

Bombz:
 When a Bomb Squig reaches a Warrior it will attempt to explode roll 1D6:

- 1 - 2 : The bomb fails to detonate the squig will attack as normal next Enemy phase.
- 3 - 6: The Squig explodes causing a Strength 5 hit to all adjacent squares.



2D6 ORK BOYZ WITH SLUGGAS

Wounds: 3
 Move: 3
 Weapon Skill: 3
 Ballistic Skill: 5+
 Strength: 4
 Toughness: 5
 Attacks: 1

Opponent's WS 1 2 3 4 5 6 7 8 9 10
 To Hit: 2 3 4 4 4 4 5 5 5 6

Slugga Ranger: 6 (special) Strength: 4

Assault: Weapon can be used in Melee



ID3 UR-GHUL

Wounds: 7
 Move: 4
 Weapon Skill: 3
 Strength: 4
 Toughness: 3
 Attacks: 1

Opponent's WS 1 2 3 4 5 6 7 8 9 10
 To Hit: 2 3 3 4 4 4 4 4 4 5 5

Inseparable to pain:
 When a Warrior's roll to wound the Ur-Ghul is a natural 6, the Warrior must re-roll and keep the new result.



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ID6 PHELYNX

Wounds: 1
 Move: 6
 Weapon Skill: 2
 Strength: 3
 Toughness: 3
 Attacks: 1

Opponent's WS 1 2 3 4 5 6 7 8 9 10
 To Hit: 3 4 4 4 5 5 6 6 6 6

Venomous Bite:
 If the To Hit roll is a natural 6, the Warriors Strength is reduced by -1 for the remainder of the adventure



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