

Monstrous Intelligence

These rules are designed for solo or co-operative play, pitting a hand-picked group of monster slayers against the malign intelligence of a vicious monstrosity.

When you draw a monstrosity's dice from the bag, instead of assigning an action, roll 1d10 on the behaviour table below. If the monstrosity has pins, it must pass an order test to roll on the table, as per the standard game rules.

The table has three columns, each with five results. The distance between the monstrosity and the closest enemy unit determines which column you use. Each roll on the behaviour table has a corresponding action which has been listed in the action descriptions below.

Repeat this process each time a monstrosity's order dice is drawn, following the rules for giving orders on page 61 of the core rulebook.

These rules are also perfect for regular (non-monstrous) units, simply roll on the table each time one of their dice is drawn.

ROLL:	IN COMBAT (WITHIN 3" OF ENEMY MODELS)	CLOSE (BETWEEN 3" AND 12" OF ENEMY MODELS)	FAR (MORE THAN 12" FROM ENEMY MODELS)
1	Down	Down	Down
2-4	Rally	Rally	Rally
5-7	Charge	Advance	Advance
8-9	Charge	Charge	Advance
10	Charge	Charge	Charge

DOWN

Blinded by pain, the monstrosity is unable to act and is issued with the Down order.

RALLY

The monstrosity pauses to gather its formidable strength. It is issued with a Rally order.

CHARGE

With a mighty roar, the monstrosity barrels forward. It is issued with a Run order towards the nearest enemy unit, ending in a Charge!

ADVANCE

Crunching bones under foot, the monstrosity lumbers forward. It is issued with an Advance order towards the nearest enemy unit. If it has any ranged attacks or special rules, it may use those as part of its advance action.