

## Heroes and Monsters

### Heroes and Legends

Unique: Each hero may appear only once in the list. Every legend is automatically a hero. Only heroes can have heroic traits.

### Heroic Actions

Heroes can perform heroic actions. When they do, the player gains the specified number of **inspiration dice**. These can be used as additional dice during actions or saved for later use.

Action	Type	Dice	Description
Reckless Charge	complex	1	Charge against a HP superiority of 3:1 or higher
Throw at Monster	complex	2	Charge against a monster
Heroic Death	mandatory	3	upon death against a 3:1 or higher superiority or against a monster

### Morale

Heroes and legends may repeat their failed morale tests. Additionally, any model within 12 inches with line of sight to the hero may also repeat its failed morale test. If a hero fails a morale test and flees, all inspiration dice are lost.

### NPC Actions

NPC heroes take actions according to the following priority:

1. The NPC attacks the nearest monster.
2. The NPC attacks any hostile model (hostile = different alignment).
3. Perform a movement of 6.

NPC heroes can be killed.

## Monsters

### Unique

Each hero may only appear once in the list. Every legend is automatically a hero. Only heroes can possess heroic traits.

### Wild Monsters

Monsters can perform monster actions. These generate **rage dice**. These dice can be used as additional dice during any action of the monster (or during the opponent's morale test) or saved for later use.

## Taming

A wild monster can be tamed. A model with the special rule "Tamer" can attempt this. At the beginning of the round, perform a contested morale test against the monster. If the test succeeds, the monster can be used normally this round. If it fails, perform a monster reaction instead. At the start of the next round, all Tamers (friend or foe) with line of sight to the monster may simultaneously attempt to tame it. Each Tamer rolls a contested morale test against both the monster and each other. The Tamer with the highest result successfully tames the monster for this round, provided that they also won their test against the monster. If the Tamer dies during the round, the monster can still act normally for the remainder of that round.

### Monster Actions

Monsters may perform monster actions. These generate **rage dice**. They can be used as additional dice during any action of the monster (or during the opponent's morale test), or saved for later use.

Aktion	Typ	Würfel	Beschreibung
Rend	complex	1	in melee; halve the number of attack dice; each damage is doubled
Trample	complex	2	Charge against at least 3 opponents at the same time; execute the 3 attack dice against all models before the normal attack
Horrifying Death Scream	mandatory	3	upon death; the player can use rage dice to negate dice from a morale test

### Loyal

A loyal monster remains faithful to its handler. It cannot be tamed by others. If the handler dies, the monster goes into a frenzy. It may still act and react normally during that round. Starting from the next round, it falls into a rage state.

### Monster Reaction

Roll 1D6 and immediately perform the reaction according to the table.

D6	Rule	Description
1	nothing	the monster does not react
2	Flee	das Monster ergreift die Flee und bewegt sich direkt in Richtung des nächsten Spielfeldrands.
3-4	Attack	the monster attacks the nearest model (charge)
5-6	Confusion	move the monster in a random direction at maximum speed 2xB

### **Horror**

A player can use any number of rage dice.

### **NPC Monsters**

After handling local actions, each player may handle one NPC monster according to the following priority:

1. Attack the nearest hero.
2. Attack the nearest model.
3. Perform a movement of 6.

NPC monsters can be killed or controlled. If the monster moves into contact with an enemy model, it will attack immediately.