

# Cardiff Crusade: Monsters Compendium

## How to use this...

You may select any number of units from the list presented under the *Generic Monsters* section and/or your specific army's section, unless otherwise stated.

This choice comes out of your **RARE** allowance unless otherwise specified (maximum 2 of the same choice, etc).

Where stated these models may have a minimum specified Base Size; you may make them no smaller than this.

Just like in the main tournament document, these models may incur a composition score.

Apply it in the same way stated in the main document.

You can find the units in the relevant expansions [here](#).

## House Rules

- Models with the *Colossal Beast* special rule can be wounded by <S4 attacks.
- Warpfire Dragons (all types) cannot take Wizard Levels.
- The Toad Dragon's "Tongue lash attack" must roll to hit (& if applicable) wound as normal & the enemy model must be successfully hit by the attack for it to suffer the -1 to hit rolls penalty.
- In combat the Khemric Titan must roll for & resolve its special attacks before resolving its *Thunderstomp*.
- Arcane Phoenixes:
  - o High Elves do not gain "+1 for not having a BSB", if they have an Arcane Phoenix with *Omen of Hope*.
  - o All High Elves (friend & foe) are affected by the *Omen of Sacrifice*, but not the Arcane Phoenix itself.
  - o An Arcane Phoenix can pivot before conducting the *Emberstorm* move.
  - o An *Emberstorm* move that becomes a charge, enters combat with the enemy in the arc of the unit the *Emberstorm* path takes – like a Bolt Thrower / Cannonball.
  - o An *Emberstorm* move where the Arcane Phoenix cannot be placed 1" away from an Enemy unit or *Impassable Terrain*, means the Arcane Phoenix will have to charge the unit after the hits are resolved – as per its rules. If multiple enemies were "*Emberstormed*", you can choose which enemy to charge.
  - o An Arcane Phoenix executing an *Emberstorm* move does not allow enemy units to make a Charge Reaction (much like a *Random Movement (x)* unit). However, should the *Emberstorm* move's 'end point' bring the Arcane Phoenix into combat with an enemy unit that is already fleeing, this unit will immediately *Flee!* from the Arcane Phoenix after the *Emberstorm* hits are resolved & before the Arcane Phoenix moves.
  - o An Arcane Phoenix cannot perform an *Emberstorm* move over friendly units.

## Generic Monsters

- Young Dragon (*Storm of Magic*) (Base: 50mm x 100mm)
- -1 per Dragon (*Storm of Magic*) (Base: 50mm x 100mm)
- -2 per Great Dragon (*Storm of Magic*) (Base: 50mm x 100mm)
- -1 per Cockatrice (*Storm of Magic*) (Base: 50mm x 50mm)
- +1 per Giant (*Storm of Magic*) (Base: 50mm x 75mm)
- -2 per Great Dragon (*Storm of Magic*) (Base: 50mm x 100mm)
- -2 per Young Magma Dragon (*Monstrous Arcanum*) (Base: 100mm x 150mm)
- -4 per Magma Dragon (*Monstrous Arcanum*) (Base: 100mm x 150mm)
- -5 per Great Magma Dragon (*Monstrous Arcanum*) (Base: 100mm x 150mm)
- -1 per Young Warpfire Dragon (*Monstrous Arcanum*) (Base: 50mm x 100mm)
- -2 per Warpfire Dragon (*Monstrous Arcanum*) (Base: 50mm x 100mm)
- -3 per Great Warpfire Dragon (*Monstrous Arcanum*) (Base: 50mm x 100mm)
- -1 per unit of Fenbeasts (*Storm of Magic*);  
an additional -1 if you take the *Lifebloom Silt* upgrade (Base: 40mm x 40mm)

## Beastmen

- Chimera (*Storm of Magic*) (Base: 50mm x 100mm)
- Manticore (*Storm of Magic*) (Base: 50mm x 100mm)
- Cygor (*Storm of Magic*) (Base: 50mm x 100mm)
- Ghorgon (*Storm of Magic*) (Base: 50mm x 100mm)
- Dragon Ogres (*Storm of Magic*) **Minimum unit size 3** (Base: 50mm x 75mm)
- Dragon Ogre Shaggoth (*Storm of Magic*) (Base: 50mm x 50mm)
- -1 per Spined Chaos Beast (*Storm of Magic*) (Base: 50mm x 50mm)
- -1 per Great Chaos Spawn (*Storm of Magic*) (Base: 50mm x 100mm)
- -1 per Chaos Dragon (*Storm of Magic*) (Base: 50mm x 100mm)
- -1 per Bonegrinder Giant (*Storm of Magic*) (Base: 50mm x 100mm)
- -1 per Incarnate Elemental of Beasts (*Monstrous Arcanum*) (Base: 50mm x 100mm)  
(May only be taken if your army includes a Great Bray Shaman with Lore of Beasts)
- -1 per Incarnate Elemental of Death (*Monstrous Arcanum*) (Base: 50mm x 100mm)  
(May only be taken if your army includes a Great Bray Shaman with Lore of Death)

## Brettonia

- Griffon, -1 if has the Swiftsense upgrade (*Storm of Magic*) (Base: 50mm x 50mm)
- Hippogryph (*Storm of Magic*) (Base: 50mm x 50mm)
- Pegasus (*Storm of Magic*) (Base: 40mm x 40mm)
- Deepwood Unicorn (*Storm of Magic*) **Minimum unit size 5** (Base: 25mm x 50mm)
- -1 per unit of Royal Unicorns (*Storm of Magic*) (Base: 40mm x 40mm)
- -1 per Incarnate Elemental of Beasts (*Monstrous Arcanum*) (Base: 50mm x 100mm)  
(May only be taken if your army includes a Prophetess of The Lady with Lore of Beasts)

## Chaos Dwarfs/ Legion of Azgorh

- Great Taurus (*Storm of Magic*) (Base: 50mm x 50mm)
- Lamassu (*Storm of Magic*) (Base: 50mm x 50mm)
- Chaos Siege Giant (*Tamurkhan*) (Base: 50mm x 100mm)
- Dragon Ogre Shaggoth (*Storm of Magic*) (Base: 50mm x 50mm)
- -1 per Incarnate Elemental of Fire (*Monstrous Arcanum*) (Base: 50mm x 100mm)  
(May only be taken if your army includes a Sorcerer-Prophet with Lore of Fire)
- -1 for the first Bale Taurus (*Monstrous Arcanum*);  
-2 per Bale Taurus after the first (*Blazing Body: use the Tamurkhan FAQ*) (Base: 50mm x 100mm)

## Daemons of Chaos

- -1 per Spined Chaos Beast (*Storm of Magic*) (Base: 50mm x 50mm)
- -1 per Great Chaos Spawn (*Storm of Magic*) (Base: 50mm x 100mm)
- Dragon Ogre Shaggoth (*Storm of Magic*) (Base: 50mm x 50mm)
- -1 per Chaos Dragon (*Storm of Magic*) (Base: 50mm x 100mm)
- -4 per Toad Dragon (*Monstrous Arcanum*) (Base: 200mm x 200mm)
- -1 per Incarnate Elemental of Death (*Monstrous Arcanum*) (Base: 50mm x 100mm)  
(May only be taken if your army includes a level 3 or higher Lore of Death wizard)

## Dark Elves

- Manticore (*Storm of Magic*) (Base: 50mm x 100mm)
- Hydra (*Storm of Magic*) (Base: 50mm x 100mm)
- Cold Ones (*Storm of Magic*) **Minimum unit size 5** (Base: 25mm x 50mm)
- -1 per Basilisk (*Monstrous Arcanum*) (Base: 100mm x 150mm)

## Dwarfs

- Hippogryph (*Storm of Magic*) (Base: 50mm x 50mm)
- Griffon, -1 if has the *Swiftsense* upgrade (*Storm of Magic*) (Base: 50mm x 50mm)
- -1 per Shard Dragon (*Monstrous Arcanum*);  
an additional -1 if you take the *Runic Collar upgrade*;  
an additional -1 if you take *Gromril Hardened Scales* (Base: 50mm x 100mm)

## High Elves

- Griffon, -1 if has the *Swiftsense* upgrade (*Storm of Magic*) (Base: 50mm x 50mm)
- Hippogryph (*Storm of Magic*) (Base: 50mm x 50mm)
- War Lions of Chrace (*Storm of Magic*) **Minimum unit size 5** (Base: 25mm x 50mm)
- -1 per Great Eagle (*Storm of Magic*) (Base: 40mm x 40mm)
- Arcane Phoenix (*Monstrous Arcanum*);  
an additional -1 if you take the *Omen of Hope* upgrade (Base: 50mm x 100mm)

## Lizardmen

- -1 per Carnosaur (*Storm of Magic*) (Base: 50mm x 50mm / 50mm x 100mm)
- Stegadon (*Storm of Magic*) (Base: 50mm x 100mm)
- Ancient Stegadon (*Storm of Magic*) (Base: 50mm x 100mm)
- Cold Ones (*Storm of Magic*) **Minimum unit size 5** (Base: 25mm x 50mm)
- -1 per Basilisk (*Monstrous Arcanum*) (Base: 100mm x 150mm)
- Carnosaur (*Storm of Magic*) (Base: 50mm x 100mm)
- -2 per Dread Saurian (*Monstrous Arcanum*);  
an additional -1 if you take the *Tepok's Crystalline Eye* upgrade;  
an additional -1 if you take the *Golden Shroud of Tlazcotl* upgrade;  
an additional -1 if you take the *Quetzals Flawless Heartstone* upgrade (Base: 100mm x 150mm)

## Ogre Kingdoms

- -1 per Bonegrinder Giant (*Storm of Magic*) (Base: 50mm x 100mm)
- -1 per Basilisk (*Monstrous Arcanum*) (Base: 100mm x 150mm)
- Giant River Troll Hag (*FW Data Slate*) (Base: 50mm x 50mm)
- Rhinox (*Storm of Magic*) (Base: 50mm x 50mm)
- Sabretusks (*Storm of Magic*) **Minimum unit size 5** (Base: 25mm x 50mm)
- -1 per Incarnate Elemental of Death (*Monstrous Arcanum*)  
(*May only be taken if your army includes a Slaughtermaster with Lore of Death*) (Base: 50mm x 100mm)
- -1 per Incarnate Elemental of Beasts (*Monstrous Arcanum*)  
(*May only be taken if your army includes a Slaughtermaster with Lore of Beasts*) (Base: 50mm x 100mm)

## Orcs & Goblins

- -1 per Wyvern (*Storm of Magic*) (Base: 50mm x 50mm)
- -1 per Bonegrinder Giant (*Storm of Magic*) (Base: 50mm x 100mm)
- Giant Spiders (*Storm of Magic*) (Base: 25mm x 50mm)
- Gigantic Spiders (*Storm of Magic*) (Base: 50mm x 50mm)
- Arachnarok (*Storm of Magic*) (Base: 100mm x 150mm)
- Giant River Troll Hag (*FW Data Slate*) (Base: 50mm x 50mm)
- Colossal Squig (*Monstrous Arcanum*) (Base: 100mm x 150mm)
- -2 per Rock Pile (*Monstrous Arcanum*) (Base: 100mm x 150mm)
- -2 per Rogue Idol (*Monstrous Arcanum*) (Base: 100mm x 150mm)
- -4 per Great Rogue Idol (*Monstrous Arcanum*) (Base: 100mm x 150mm)

## Skaven

- -1 per Dreadmaw (*Monstrous Arcanum*) (Base: 50mm x 100mm)
- Wolf Rats (*Monstrous Arcanum*) (Base: 25mm x 50mm)
- Brood Horror (*Monstrous Arcanum*); an additional -1 for *Pestilent Breath* (Base: 50mm x 100mm)  
(A Brood Horror may be taken as a mount for a Skaven Warlord, instead of a Rare choice)

## The Empire

- Griffon, -1 if has the *Swiftsense* upgrade (*Storm of Magic*) (Base: 50mm x 50mm)
- Hippogryph (*Storm of Magic*) (Base: 50mm x 50mm)
- -1 per Incarnate Elemental of Death (*Monstrous Arcanum*) (Base: 50mm x 100mm)  
(May only be taken if your army includes a Battle Wizard Lord with *Lore of Death*)
- -1 per Incarnate Elemental of Beasts (*Monstrous Arcanum*) (Base: 50mm x 100mm)  
(May only be taken if your army includes a Battle Wizard Lord with *Lore of Beasts*)
- -1 per Incarnate Elemental of Fire (*Monstrous Arcanum*) (Base: 50mm x 100mm)  
(May only be taken if your army includes Battle Wizard Lord with *Lore of Fire*)

## Tomb Kings

- -1 per Incarnate Elemental of Death (*Monstrous Arcanum*) (Base: 50mm x 100mm)  
(May only be taken if your army includes a level 3 or higher *Lore of Death* wizard)
- -2 per Khemric Titan (*Monstrous Arcanum*) (Base: 100mm x 150mm)  
If this is taken, ignore the additional 200pts/-10% for the Tomb King army.

## Vampire Counts

- -1 per Necroflex Colossus Corpse Giant (*Monstrous Arcanum*);  
an additional -1 if you take the *Vampire Blood* upgrade (Base: 50mm x 100mm)
- -3 per Necroflex Colossus Nightmare Colossus (*Monstrous Arcanum*);  
an additional -1 if you take the *Vampire Blood* upgrade (Base: 100mm x 150mm)
- Skin Wolves (*Monstrous Arcanum*) (Base: 40mm x 40mm)  
(You may NOT purchase the *Marks of Chaos* upgrades)
- Mourngul (*Monstrous Arcanum*) (Base: 50mm x 50mm)

## Warriors of Chaos

- Manticore (*Storm of Magic*) (Base: 50mm x 100mm)
- -2 per Spined Chaos Beast (*Storm of Magic*) (Base: 50mm x 50mm)
- -1 per Bonegrinder Giant (*Storm of Magic*) (Base: 50mm x 100mm)
- -2 per Chaos War Mammoth (*Storm of Magic*) (Base: 100mm x 150mm)
- -1 per Chaos Dragon (*Storm of Magic*) (Base: 50mm x 100mm)
- -1 per Great Chaos Spawn (*Storm of Magic*) (Base: 50mm x 100mm)
- -1 per Dreadmaw (*Monstrous Arcanum*) (Base: 50mm x 100mm)
- -1 per Chaos Siege Giant (*Monstrous Arcanum*) (Base: 50mm x 100mm)

## Wood Elves

- Griffon, -1 if has the *Swiftsense* upgrade (*Storm of Magic*) (Base: 50mm x 50mm)
- Hippogryph (*Storm of Magic*) (Base: 50mm x 50mm)
- Deepwood Unicorn (*Storm of Magic*) **Minimum unit size 5** (Base: 25mm x 50mm)
- -1 per unit of Royal Unicorns (*Storm of Magic*) (Base: 40mm x 40mm)
- -1 per Preyton (*Monstrous Arcanum*) (Base: 50mm x 50mm)
- Great Stag (*Storm of Magic*) (Base: 40mm x 40mm)
- -1 per Great Eagle (*Storm of Magic*) (Base: 40mm x 40mm)
- -1 per Incarnate Elemental of Beasts (*Monstrous Arcanum*) (Base: 50mm x 100mm)  
(May only be taken if your army includes a Spellweaver with *Lore of Beasts*)