

WARHAMMER

FANTASY ROLEPLAY



THE CREATURE GUIDE™



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THE CREATURE GUIDE

A RESOURCE OF MONSTERS, NPCs, AND ENCOUNTERS

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USING THE INFORMATION INCLUDED WITH THE CREATURE GUIDE

To get the most out of *The Creature Guide*, players may wish to acquire the *Creature Vault* component boxed set, which includes a variety of new cards, sheets, and components for the Game Master. Some of these resources supplement the content found in other *Warhammer Fantasy Roleplay* products

THE CREATURE GUIDE

In addition to a wealth of new information and background material on the Old World and its many and varied inhabitants (both intelligent and bestial), *The Creature Guide* also includes new rules and clarifications on managing NPCs and monsters, and exciting options for creating memorable combat encounters.

This book features more information and resources on existing creatures, and details on dozens of new monsters and NPCs, complete with tips on using these creatures and dozens of adventure seeds for use in your campaign.

The Creature Guide also includes dozens of actions used by creatures in a convenient lookup format, a series of handy reference charts featuring creature stats and ability summaries, and a complete roster of all currently released creatures.

CREATURE STAT CARDS

Each creature described in *The Creature Guide* has its key characteristics and stats listed in the Appendix, starting on page 88. Full colour cards with all the important stats can be found in the *Creature Vault*.

CREATURE ACTION CARDS

Creature actions for the adversaries listed in *The Creature Guide* are displayed for easy lookup and reference in the Appendix, starting on page 51. Double-sided action cards for these creature actions can be found in the *Creature Vault*.

CREATURE STANDUPS

The punchboard components from the *Creature Vault* should be carefully removed from the frames. The pieces can be added to your existing supply of tokens and standups from *Warhammer Fantasy Roleplay*.

CREATURE CARD SET ICONS

The Creature Guide refers to and the *Creature Vault* features cards with creature statistics and information from a variety of other *Warhammer Fantasy Roleplay* products. The set icon displayed on a creature card or in reference tables indicates the product in which that creature was originally introduced, or where additional information can be found.

- Warhammer Fantasy Roleplay Core Set
- ☒ Adventurer's Toolkit
- ⚡ The Gathering Storm
- ♠ Game Master's Toolkit
- 🌀 Winds of Magic
- 🌑 Edge of Night
- ✠ Signs of Faith
- 🐉 The Creature Guide / Creature Vault



CHAPTER ONE

RULES & RESOURCES

The Creature Guide and the *Creature Vault* do more than just expand the bestiary with more creatures the PCs may encounter over the course of their adventures—they also provide a new, convenient format for Game Masters to manage creatures, as well as some additional rules and information to create more dynamic, engaging encounters.

CORE CLARIFICATIONS

The following questions and answers clarify some of the creature management tasks and rules that the GM may wish to consider to better manage encounters.

DO NPCs AND MONSTERS GAIN A CR WHEN REPLACING THEIR DEFAULT ATTACK WITH A SPECIFIC WEAPON?

Yes. The overall threat and “critical value” of NPCs and monsters is accounted for in their selection of actions. If the default values for the entry’s Damage, Defence, and Soak are replaced with normal equipment, then the GM should feel free to use all the related stats, including Critical Rating and any special rules or qualities that equipment has.

CAN NPCs AND MONSTERS SPEND AGGRESSION OR CUNNING DICE TO MODIFY INITIATIVE ROLLS?

Yes. If it is a physical encounter or combat where initiative is determined by Agility then NPCs/creatures can spend dice from their Aggression budget to add fortune dice to an Initiative roll.

If it is a social encounter or other encounter where Fellowship determines initiative, then the NPCs/creatures can spend dice from their Cunning budget to add fortune dice to an initiative roll.

CAN THE GM SPEND AN ENEMY’S AGGRESSION OR CUNNING BUDGET TO RESIST AN ATTACK OR ACTION WHICH IS NOT AN OPPOSED CHECK?

Yes, the GM can spend an NPC’s Aggression and Cunning dice to make incoming attacks and actions more challenging, if the NPC in question is a direct target of the effect.

Aggression dice are spent to modify a physical action, such as a melee attack. Cunning dice are spent to modify a mental action, such as a spell or Guile check. Each die spent from the corresponding budget adds ■ to the check.

CAN A CREATURE OR NPC PERFORM ADDITIONAL MANOEUVRES ON ITS TURN?

Yes. NPCs and monsters can perform additional manoeuvres on their turns like PCs can. However, standard creatures do not accrue fatigue; instead, they suffer wounds if an effect would inflict/cost fatigue. Performing additional manoeuvres would therefore inflict wounds rather than fatigue. A group of henchmen working together would only suffer one wound per additional manoeuvre.

OPTIONAL RULES

Several of the following optional rules were first introduced in the *Game Master's Toolkit*. These optional rules provide the GM with greater flexibility when running encounters.

EXPANDED AGGRESSION & CUNNING OPTIONS

To add more variety and options to the GM when managing NPCs and adversaries, here are some additional ways the Aggression and Cunning budgets can be used.

AGGRESSION

To grant more movement and flexibility to NPCs, the GM may spend one die from an adversary's Aggression budget to allow the NPC to perform an additional manoeuvre. This creates more dynamic, mobile encounters that can keep players on their toes.

CUNNING

To account for the changing attitudes and postures of his NPCs, the GM may spend one die from an adversary's Cunning budget to adjust the NPC's stance one space in either direction for one check. An NPC's stance is generally fixed, but this option allows a GM to reflect changing situations and provide some options for physical adversaries who otherwise have no real outlet for their Cunning.

STRESS & FATIGUE VERSUS CREATURES

Some GMs may wish to add another dynamic element to encounters by having stress and fatigue impact encounters with NPCs in ways other than simply converting stress or fatigue into wounds. This optional rule makes effects that inflict stress and fatigue useful, without being abused as a means to bypass soak or Toughness to deal wounds directly to an enemy.

With this optional rule, effects that inflict stress or fatigue slowly erode an NPC's A/C/E budget before being converted into wounds. Each point of fatigue an NPC suffers removes one Aggression die from its budget. When the NPC's Aggression budget has been reduced to zero, any additional fatigue reduces the NPC's Expertise budget instead. Likewise, each point of stress an NPC suffers removes one Cunning die from its budget, and once its Cunning budget has been reduced to zero, any further stress is applied to the NPC's Expertise budget.

Once an NPC has no more dice in its A/C/E budget to "absorb" the effects of stress or fatigue, then fatigue or stress inflicts wounds, per the normal rules.

PREPARING FOR ACTIONS

To provide players with another option during encounters, here's a new way to use the Prepare manoeuvre.

Before performing an action, a character has the option to perform the Prepare manoeuvre. This is in addition to any requirements to Prepare for the action that may be listed on the card. By performing the Prepare manoeuvre before attempting the action, the player places one fewer recharge token on the action if it succeeds.

SACRIFICING ACTIONS

Sometimes, a player would rather gain the extra benefit of a manoeuvre on his character's turn but without having to suffer fatigue to perform additional manoeuvres. As an optional rule, the GM may choose to allow a player character to perform an additional free manoeuvre on his turn instead of using an action card or allow an NPC an additional free manoeuvre instead of using one of its provided actions.

GROUP SHEETS

The *Creature Guide* and the *Creature Vault* introduce a new concept for encounter creation and management with its group sheets. One side provides flavour and setting information on that group's role within the Old World, and the other side offers the GM some options to customise an encounter with creatures of the same type.

Similar to the Nemesis Organisation sheets introduced in the *Game Master's Toolkit*, these group sheets provide a unifying theme or common bond between creatures of the same general category. In this way, the group sheets can be thought of as "party sheets" for the GM to use for the bad guys. Each general creature category—such as Greenskins or Beastmen—has its own group sheet.

The anatomy of the group sheets is examined on page 6, and the rules and information found on the sheets is provided for reference starting on page 108.



ANATOMY OF A GROUP SHEET



1 Group Name. The name of the group of creatures this sheet represents.

2 Special Abilities. Any special abilities or events associated with this group are described here.

3 Ability Tracks. If the special ability is tied to a progress track to determine when certain effects occur, they are depicted at the top or bottom of the sheet.

4 Talent Sockets. The talent sockets available to this group are displayed along the right side of the sheet.

5 Set Icon. Each sheet is marked on the back with a set icon to quickly identify which product the sheet is from.

NEW FORMAT, NEW OPTIONS

The use of group sheets is optional and is one more tool GMs have at their disposal when designing encounters. While an encounter with greenskins can certainly be run without a group sheet, adding the Greenskins sheet can make the encounter more challenging and interesting by tying in some of the themes and abilities that help define greenskins in the setting.

SPECIAL ABILITIES & ENCOUNTER EVENTS

Each group sheet includes one or more special rules or encounter abilities which the group of creatures may be subject to or utilise over the course of an encounter. Before running an encounter with a group of creatures, the GM should read over their group sheet and decide which (if any) of the special rules shown on the sheet he wishes to use.

For example, the Greenskins group sheet has a special WAAAGH! ability which can enhance their combat potential. The GM may wish to reserve this ability for special encounters, or he may wish to use it each time the PCs face a group of greenskins—the choice is up to the GM.

In most cases, the rules for a group's special ability follow the general rules for using a progress track. A token representing a specific condition or circumstance is placed on the related ability track and advanced when certain triggering effects occur (as shown on the

group sheet). When the tracking token reaches a coloured event space, something usually happens that may influence the encounter. Refer to the individual group sheets for more details.

TALENT SLOTS

A group sheet may also include one or more talent slots. When a talent is socketed into the group sheet, all members of that group in the encounter may benefit from the talent, just as a group of player characters benefits from a talent socketed into their party sheet. When designing an encounter, the GM should look through the corresponding types of talents and decide which seem the most appropriate based on the encounter he has in mind.

The GM may wish to have the talents relate to a specific individual or condition with that group of creatures. For example, when facing a group of Beastmen, the GM may decide the Tactics slot on the party sheet represents their wargor leader's presence on the battlefield. If the PCs can defeat the wargor, the beastmen will lose access to that talent.

CREATURE CARDS

The new creature cards put all the information a GM needs to manage creatures during an encounter right at his fingertips. The important statistics and game information are organised on one side, with art the GM can show the players on the other side.

ANATOMY OF A CREATURE CARD



1 Threat Rating. The creature's threat rating.

2 Creature Name. Name of the creature shown on the card

3 Category. The NPC/Adversary group it belongs to.

4 Wound Threshold. The creature's wound threshold. Once it has suffered more wounds than its threshold, the creature is defeated.

5 Characteristics. The creature's six characteristics, including any fortune dice associated with its characteristics.

6 Stance. The creature's default stance, which the GM can adjust, if desired, by spending dice from the creature's Cunning budget.

7 A/C/E Budget. The Aggression, Cunning, and Expertise dice budget for the creature.

8 Damage Rating. The damage of the creature's attacks, reflecting its innate or default capacity for carnage. This value may be swapped with a different rating if the creature is equipped with specific weapons or effects.

9 Soak Value. The Soak Value of the creature, reflecting its innate or default resistance to damage. This value may be swapped with a different rating if the creature is equipped with specific armour or effects.

10 Defence Value. The Defence Value of the creature, reflecting its innate or default ability to avoid or deflect attacks. This value may be swapped with a different rating if the creature is equipped with specific armour or effects.

11 Action Card Options. The number and type of actions the creature may be supplemented with by the GM to customise an encounter.

12 Special Rule Summary. A brief list of the creature's special abilities or rules. Refer to the specific creature entry for full details.

13 Set Icon. Each card is marked with a set icon to quickly identify which product the card is from. Creatures are identified with the set icon for the product in which they originally appeared, as well as the *Creature Vault* icon.

PUTTING IT ALL TOGETHER



The GM can arrange a small workspace to easily manage groups of creatures during encounters.

The GM places the creatures' **Group Sheet** at the top of the workspace, with tracking tokens nearby to manage any of its abilities the GM wishes to use. If any talents will be socketed to the group sheet, they're placed next to the appropriate socket.

The individual **Creature Cards** for the adversaries the GM wishes to associate with this group are placed below the Group Sheet for easy reference during the encounter.

Any special **Action Cards** the GM has selected for use with these creatures can be arranged below the Creature Cards.

In addition to the convenience of managing creatures during a session, the card format makes it easier for GMs to prepare between sessions. The creature cards can be combined with action cards and group sheets to create a limitless variety of encounters to challenge the players.

The anatomy of the new creature card is examined on page 7, while creature stats are listed for reference in the Appendix starting on page 88.

CUSTOM CREATURE ACTIONS

Some creatures have icons appearing on the side of their card indicating a number of action cards, by type, that the GM can select to help customise the creature, making these opponents more diverse and challenging.

The GM can select any action cards of the appropriate type for which the creature meets the requirements listed on the card. This is in addition to the basic actions to which all NPCs and creatures have access, so long as they meet the card's specific requirements.



Melee



Spell



Ranged



Blessing



Support

SPECIAL STANCES

Several creatures have stance ratings unlike other NPCs. A stance with a slash (i.e., **C1/R1**) indicates that the GM chooses *one* of the values when attempting an action.

A stance with a plus (i.e., **C1+R1**) indicates that the GM applies *both* ratings to a check, meaning that several of the creatures will roll both conservative and reckless dice in the same check.

CREATURE CARD SET ICONS

The *Creature Guide* refers to and the *Creature Vault* features cards with creature statistics and information from a variety of other *Warhammer Fantasy Roleplay* products. The set icon displayed on a creature card or in reference tables indicates the product in which that creature was originally introduced, or where additional information can be found.

○ Warhammer Fantasy Roleplay Core Set

✖ Adventurer's Toolkit

⚡ The Gathering Storm

♠ Game Master's Toolkit

☼ Winds of Magic

☾ Edge of Night

✠ Signs of Faith

✠ The Creature Guide / Creature Vault



CHAPTER TWO

COMBAT ENCOUNTERS

Designing a good encounter for a party of characters is a challenging task for the Game Master—and one he's frequently faced with. Fortunately, this becomes much easier with practice. With a set of guidelines to follow, the GM can create some interesting encounters with just a bit of preparation and creativity.

This chapter is an "encounter toolbox" filled with tips, tricks, and ideas to help GMs create combat encounters using information and creatures found in this product. Throughout this chapter, the GM will also find sidebars with advice and suggestions to help make encounters more dynamic and even easier to manage.

ENGAGING ENCOUNTERS

When designing an encounter for a party of characters, it's helpful to define some goals and develop quirks or attributes that will distinguish an important or plot-defining encounter from more standard fare. The following suggestions provide a variety of ways a GM can refine an encounter.

SETTING GOALS

When preparing an encounter, it's important to think about the goals of the various participants. What are the NPCs or creatures trying to accomplish? What should the PCs be focused on?

For some encounters, the goal may be very simple and straightforward—survival! A clear goal can help the GM manage an encounter and make his NPCs' decisions as well as keep the players engaged throughout the encounter.

SAMPLE PC GOALS

Rather than simply kill or be killed, there are a number of possible goals the player characters may be working toward over the course of a combat encounter. Whether provided by the players themselves or the GM, a clear goal (or one revealed once the encounter begins) can force the players to think on their feet and act differently than they might otherwise.

- + Secure a location within the encounter or prevent enemies from taking over / entering a location
- + Hold off a tide of enemies until reinforcements or allies arrive
- + Recover an important item from the enemy before they have a chance to destroy it
- + Defeat the leader without harming the lower-ranking opponents to destroy the adversary's morale
- + Protect and escort an NPC from one location to another
- + Engage the enemy's leader in a battle of wits, trying to get him to reveal important information

SAMPLE NPC GOALS

Goals for NPCs can be just as important as goals for PCs. They can help the GM focus on the task at hand and make NPCs feel more interesting and realistic—like the devious NPC with a sinister plan up his sleeve. Here are just a few examples:

- + Bait the characters to enter a certain location which contains a dangerous trap
- + Kidnap an NPC or steal an item from the characters over the course of the encounter and drag it off to the enemy's lair
- + Slow the characters down just enough that other events have time to unfold
- + Incriminate the characters in some crime
- + Move to block exits and limit the character's manoeuvrability and escape routes

RESOLVING THE GOAL

Once an NPC's goal is achieved, the Game Master should consider what that character does next. It may be as simple as shifting to a new goal—either one already defined or based on how the encounter unfolds.

Alternatively, achievement of the character's goal may signal the end of the encounter—the bad guy got what he came for, the characters rescued the prisoner, and so on. It may mark a good time to transition into a Rally Step and move to the next act or encounter.

PLANNING AHEAD

A little bit of planning ahead can go a long way. The GM may want to take a moment to consider what the PCs are likely to do and how the different characters' abilities influence their role or effectiveness in a combat. There are several things a GM can plan ahead for to make each encounter unique. Here are just a few examples:

- + Have a few ideas on hand for potential ➤ or ✨ effects to add drama and anticipation during an encounter
- + Prepare opportunities for different PCs to bring their skills and abilities to bear or enjoy some "spotlight time"
- + Plan some transitions or events that introduce Rally Steps for the players and characters to catch their breaths

EVALUATE THE ENVIRONMENT

The environment where combat occurs can have a significant impact on how an encounter resolves. Both the tactics and the descriptions may be influenced by what's going on around the characters while they're fighting. Sometimes, just changing one or two aspects of the environment can make an encounter play out and feel radically different. Here are some examples:

- + Fighting orcs in an open field versus amidst the smouldering ruins of a tavern
- + Combat against beastmen in the forest versus a forest choked with heavy mists, entangling branches, and driving rain
- + Engaging marauders in a manor's courtyard versus on a rickety drawbridge above the brackish water of the moat
- + Encountering dark elves on a sunny day versus the dark of night or when Morrslieb hangs high in the sky

PLACING PROPS

When setting up the environment in which an encounter will take place, it may prove useful to identify some potential "props" the characters may want to interact with. The GM may want to have some elements the characters can use during the encounter to help overcome challenges. A prop could take on several forms, such as:

- + A portcullis that can drop on an enemy, or temporarily delay them, forcing them to find a different path
- + Torches that can set something on fire or ward off a creature
- + A shrine that may bless or consecrate an item, or inspire the characters with the confidence to overcome their foe
- + A chandelier dangling over the room that can be swung from or made to crash down on an unsuspecting enemy
- + A stack of barrels that can be dislodged to send barrels bounding about the room, breaking up engagements or inflicting stress and fatigue

ENCOUNTER DESIGN APPROACHES

The format of *The Creature Guide* lends itself well to several different approaches to encounter design. A few examples are provided below. A GM may favour one approach over the others, or decide a certain format suits his needs better based on the situation and then use other formats for different encounters.

DAEMON'S IN THE DETAILS

Take some time before a session to think up short descriptions for the NPCs that the party is likely to interact or fight with. This not only adds richness to the imagery you conjure up but also helps to clarify things for everyone else.

Rather than dealing with a vague entity such as "*the second thug*" a player can say he is trying to reason with "*the rangy fellow with terrible teeth and a bandolier jammed full of sharp knives*"—provided of course that the GM has made that kind of information available.

The degrees of detail that a GM provides to his players can also reinforce the player characters themselves. For example, high elf characters may know more about the nature of magic and chaos than a Reikland peasant, so the GM may pass along additional clues or details, framing it in such a way to show the high elf's knowledge—"*The old scroll is worn and tattered... but the high elf Envoy recognises the symbol pressed into the wax seal as an ancient magic rune of some kind.*"

Dwarfs have fought many wars against the skaven, so they don't live in blissful ignorance of them like many folk of the Empire. A scholar is likely to know details of an area's history that a rat catcher never had the opportunity to learn. Conversely, the rat catcher may have overheard some pertinent tavern gossip whilst the scholar had his nose in a book.

TOP DOWN ENCOUNTER DESIGN

When designing an encounter from the “top down,” the GM is starting with general ideas and concepts, then slowly adding details and features until he’s satisfied with the encounter.

In general, when designing an encounter from the top down, the GM follows these steps:

1. **Select a Group.** First, the GM selects the category of enemy for the encounter he’s developing by looking through the different group sheets or reading the bestiary entries for different types of creatures.

After looking over several sheets, the GM decides he wants to create an encounter based around dark elves, so he takes the Dark Elf group sheet, reads it more closely, and reviews the dark elf information in the bestiary.

2. **Select Individuals.** After settling on the general category, the GM starts to choose specific participants for the encounter. He looks through the related creatures to select the ones he wants.

For this encounter, after looking through the dark elf creatures, the GM decides to use a group of corsairs led by a witch elf.

3. **Customise.** The GM customises the encounter further by assigning talents to the creature’s group sheet or selecting specific action cards the different creatures will use.

The GM wants the witch elf to be a formidable opponent, so he selects some action cards that have a good chance of inflicting critical wounds or fatigue. He also selects the Catlike Reflexes tactic for the group sheet, reflecting the dark elves’ agility and to make the witch elf a bit harder to deal with directly.

BOTTOM UP ENCOUNTER DESIGN

When designing an encounter from the “bottom up,” the GM starts out with a few specific details, then attaches those details to certain elements, working his way to broader concepts and ideas until he’s satisfied with the encounter.

In general, when designing an encounter from the bottom up, the GM follows these steps:

1. **Choose Interesting Actions.** This method usually starts when a certain action card or talent piques the GM’s interest, and he wants to build an encounter around an NPC or group of adversaries who will use that action card.

Flipping through the various actions, the GM sees the Whip Strike ranged action and the Induce Panic support action. He starts thinking of ways he could include these in an encounter.

2. **Select Participants.** Looking through the various creature cards, the GM starts to narrow down the focus. He compares different cards to see how well they match up with the actions he wants to use.

While usually associated with swarms, the GM thinks a Clan Moulder skaven beastmaster would be a suitable creature to both lash with a whip and inspire fear in those around him.

THE FLY ADJUSTMENTS

If your players are struggling with a challenging combat encounter, you might consider these options to give them a chance to get their bearings or tip the scales in their favour without appearing like you’re “going easy” on them.

- ✦ **Call a Rally Step:** Typically, the leading NPC can mock the group’s weakness and stupidity. Ideally, have a monologue prepared. The PCs can use this time to heal, restore stress and fatigue and adjust their tactics.
- ✦ **Reveal a Weakness:** Ask for an Observation check to spot a weakness. For example, is the villain standing under a heavy chandelier? A Magic Sight check might reveal that the sorcerer’s power is coming from jars of trapped souls the PCs can destroy to weaken him.
- ✦ **Divide and Conquer:** Can the leading NPC’s henchmen be persuaded to abandon or turn on him? Do the PCs know something about the leader that the henchmen do not? Is there a jealous lieutenant just waiting for the right moment?
- ✦ **Reveal an Exit:** Ask for an Observation check to spot a good escape route—ideally one that hinders or prevents pursuit and allows the PCs to regroup or tackle the challenge some other day.

3. **Gather the Group.** Based on the creatures selected, the GM can pull up their associated group sheets and compare how the encounter might work out differently based on which group of creatures are used.

The GM grabs the Clan Moulder Skaven group sheet and decides to compare it to the Dark Elf sheet in case he decides to use corsairs instead. After looking them over, he chooses the skaven.

THE GRAB BAG APPROACH

When designing an encounter using the “grab bag” approach, the GM may not have any specific ideas in mind; rather, he’s looking for ideas to spark his creativity or help develop an encounter concept he might not have come up with on his own. Here’s just one example of using this approach to encounter design.

The GM takes cards and sheets of different types and shuffles each stack separately, then draws one or more cards from each stack. Looking over the options, he tries to think of a situation or encounter that could take place incorporating these different elements.

GRAB BAG EXAMPLE I

The GM decides to shuffle up all his location cards, creature cards, wound cards, and melee attack cards. He draws two locations (Forest Glade and Old Dirt Road), one creature (a dark elf Assassin), one wound card (Blow to the Head), and one melee attack card (Duelist’s Strike). Looking these over, he starts to form an idea.

A dark elf assassin lurks along the old dirt road that winds its way through the forest. If the PCs stop to explore the glade, the assassin uses his Duelist’s Strike to manoeuvre the target he engages toward

a tree where he's set up a cunning trap. If his ruse works, the character may set off the trap. The GM decides the character will need to pass an **Average (2d) Coordination check** or be struck by the trap, in which case he suffers the Blow to the Head critical.

GRAB BAG EXAMPLE 2

This time the GM shuffles up all his location cards, creature group sheets, career sheets, insanity cards, and condition cards. He draws one location (Abandoned Cemetery), one creature group (Swarm), two career sheets (Agitator and Watchman), one insanity card (Paranoia), and one condition card (Energised). Looking these over, he starts to form an idea.

The PCs will be asked to go track down a rabblrouser (the Agitator) who was stirring up trouble in town lately. A watchman already went to investigate, but hasn't reported in. Clues lead to a nearby Abandoned Cemetery. The agitator and watchman are huddled together in one of the cemetery's shrines, a dilapidated shrine of Sigmar. They are both suffering from Paranoia. A bat swarm is swirling overhead, threatening everyone in the cemetery. The GM decides that, if the PCs can deal with the bat swarm and repair the shrine to Sigmar, they'll receive the Energised condition for the rest of the day.

MIXING & MATCHING

Remember that the GM can select action cards based on the icons depicted on a creature card when preparing an encounter. This is in addition to the basic actions, which all NPCs and creatures have access to so long as they meet the card's specific requirements.

This means that technically the GM can mix and match actions as he chooses—if giving a black orc an action usually associated with a Chaos warrior would make for an interesting or memorable encounter, the GM can certainly do so. The traits and icons on the creature and action cards are guidelines to help a GM flesh out an encounter quickly. Customising creatures and actions to fit the story or party makeup is just one of the ways a GM can keep the game fresh and unpredictable.

GROUP VS. CHARACTER INFO

It's unlikely that simple folk of the Empire will necessarily be able to tell a goblin from a goblin, an ungor from some other kind of beastman, or recognise skaven at all. A challenge for the GM can be to preserve the mysterious nature of some of the threats the PCs face whilst still portraying the world in a consistent and detailed fashion.

As a GM, it is obviously important to know that the party is being attacked by a group of skavenslaves led by a storm-vermin, but members of the party aren't necessarily going to be aware of such distinctions. In such a situation, providing a description like *"a group of short, furry creatures with ugly and vicious rodent heads and rank body odour; four of them are stooped and scrawny in build, wearing filthy loincloths and iron manacles about their legs; they are taking orders from a larger and more muscular ratman who is dressed in plates of corroded armour and waves a heavy-bladed halberd with an obvious air of malice"* will give your players a more colourful impression of what it is they are up against

THE VALUE OF VERISIMILITUDE

However, it is also important to remember that the players have certain expectations for the game and the setting. If a snotling starts casting Amethyst Order spells or a river troll tries to flash a Winning Smile and ingratiate himself with the characters—the game can start to lose its sense of verisimilitude and the concepts and themes that make the game distinctly Warhammer Fantasy.

However, there are often a number of ways you can make an in-game justification for some very interesting action card and creature selections. If you can justify an action card with a good story or motivation-related idea, it can make for some interesting and exciting encounters without breaking the players' (or their characters') sense of the setting.



A HEATED EXAMPLE

The Flamebreath action, shown above, is most often associated with dragons. However, there are a number of ways the Flamebreath action can find its way into a storyline or an encounter.

- + Flamebreath may have been bequeathed upon a mighty Chaos Warrior or servant to the Ruinous Powers as a mutation—a sure sign of its devotion and favour among the Dark Gods.
- + A Warpfire Thrower wielded by Clan Skryre skaven could use Flamebreath to represent its volatile effects.
- + Flamebreath could be used to represent the effects of mortar and artillery weaponry or a trebuchet launching barrels of burning tar.
- + A goblin shaman has brewed a powerful potion with the help of Gork (or was it Mork?) that, when drunk, allows him to belch out a massive sheet of fire for a one-shot use of Flamebreath.
- + An ancient scroll has a powerful spell hidden in its inscrutable dead language. However, if a wizard can decipher the code, he can cast a spell that uses Flamebreath to resolve its effects.
- + A barrel of blackpowder in the character's wagon is hit with a Bright Order spell and explodes—using Flamebreath to represent the effects of the explosion.



CHAPTER THREE

THE BESTIARY

All manner of foul and fearsome creature inhabit the Old World. This bestiary explores some of the more common creatures or adversaries an adventurer may encounter—along with some of the exotic and truly horrific fiends they hope to never face.

The bestiary is organised alphabetically by creature category or general classification, such as “Beastmen” or “Greenskins.” Then individual members of that category are presented alphabetically. The number of skulls following a creature’s name represents its Threat Rating (see page 89 for details). Each section features background and setting information on that type of creature’s role in the Old World, as well as suggestions on how to use the creatures.

After individual entries for each of the members of a category are listed, a number of adventure seeds are presented to spark the GM’s creativity and provide interesting and engaging ways to use these creatures as the focus of an adventure, or weave them into an ongoing campaign.

To get the most out of the information presented here in *The Creature Guide*, players may wish to acquire the *Creature Vault* component boxed set, which includes a variety of new cards, sheets, and components for the Game Master. Some of these resources supplement the content found in other *Warhammer Fantasy Roleplay* products.



BEASTS

The natural beauty of the vast forests and majestic peaks that cover the Empire belie the sinister nature of the creatures found all about this realm. Adventurers wandering through this land of men may encounter dangerous beasts such as ravenous wolf packs, herds of ferocious boars, or lurking spiders of terrifying size. These creatures may also be encountered as the steeds of orcs or goblins, or as attack beasts controlled by the will of a powerful sorcerer. Regardless, they will almost always be on the lookout for an easy meal.

More dangerous creatures lurk in the wild, however. When Chaos first came to the world, magical energy spewed forth across the land, forever changing the world and its inhabitants. Some animals were fused and melded with humans, whilst others became irrevocably mutated, or grew to abnormal sizes. It was from this legacy that many of the most dangerous creatures that inhabit the world were spawned. Deadly beasts such as griffons, chimeras, and manticores are almost certainly a result of this phenomenon, but are thankfully rare.

The Old World is fraught with peril. Chaos marauders carve a swath of destruction across Kislev, the fertile lands of the Empire fixed in their sights. Tribes of barbaric greenskins spill out of the Badlands in search of fresh conquests. The insidious agents of the Ruinous Powers work ceaselessly to corrupt the people of the Empire.

However, all of these threats seem remote to the common peasant. For most of the Empire's citizens, the greatest dangers are the wilderness that lies beyond the village wall and the numerous beasts that prowl it.

In the Old World, even the most mundane creature can prove to be a lethal adversary for an unprepared party of adventurers. Given the rigours and perils of everyday life in a world infested with monstrous creatures and warped by the corrupting influence of Chaos, it is little wonder that only the strongest and most savage beasts survive. Every creature that inhabits the vast and untamed wilds of the Old World faces the same simple choice: kill or be killed.

There is great diversity among the creatures presented here. Some beasts are simply larger and deadlier versions of animals commonly found across the Empire and the lands beyond. Examples of such dire animals include the giant wolf, giant spider, and boar. Other beasts are more strange and terrifying—a bizarre fusion of several normal animals. These fantastical creatures, such as the cockatrice, manticores, and griffon, suggest the warping influence of Chaos. Above all are the mightiest beasts in the entire world—the invincible dragons. These massive, winged reptiles are both ancient and powerful beyond the comprehension of most men.

USING BEASTS

Beasts generally lack the intelligence to formulate complex strategies. GMs can use them with simple, effective tactics – engage and attack the enemy, take down the weak, lame, or unprepared. Once beasts have started to suffer losses or become severely injured, their survival instincts take over, and they may attempt to flee.

Some of the creatures found within this category are commonplace throughout the Old World. Dense and forbidding forests span much of the Empire, and are home to numerous giant spiders and boars. Giant wolves often make their dens in remote forests or on the slopes of the mountains bordering the Empire and are particularly common in the Middle Mountains in the north of Hochland.

Other creatures are more rare. A cockatrice might lurk inside a dank cave or in the long-abandoned ruins of an ancient elf temple. Griffons nest among the peaks of the World's Edge Mountains, and foolish is the traveller who fails to watch the sky when traversing the craggy passes.

In short, if your party of adventurers is making a long-distance trek from one settlement to another in the Empire, pay attention to the terrain through which they'll pass. If you think it is likely that a beast might inhabit such a place, by all means have the party encounter it. This reinforces the sense of perpetual danger that waits outside the encircling walls of a town or settlement.

A party in search of paying work might happen upon a village menaced by some fearsome beast that has staked out its territory in the surrounding environs. This might be one creature or a whole pack led by a large and powerful 'alpha' member of the species. Killing the predator enables the farmers to return to work in the fields or the woodsmen to safely cut lumber in the forest. This makes an excellent introductory episode for a longer adventure, as the characters realise that the prowling beast has been driven from its normal hunting grounds by some darker, more terrible threat not immediately visible.

The more exotic beasts herein require a more carefully thought-out rationale. Cold ones, harpies, and manticores are not indigenous to the Empire. These fearsome beasts are native to Naggaroth, which is far across the Great Ocean. Their presence in the lands of the Empire might hint at a nearby dark elf force. These could be corsairs seeking new slaves for the mines of Hag Graef or a band of raiders recently disembarked from a massive Black Ark. In either

case, news of the incursion will need to be delivered to the nearest authorities as soon as possible, for the dark elves are grim and merciless foes.

Rarer still are fenbeasts. Unlike all other creatures described here, fenbeasts are magical constructs and thus not a naturally occurring species. Use these as guardians or servants of a vile sorcerer who lurks nearby in the marsh where the party encountered the fenbeast.

Dragons must be handled with great care. These are creatures of immense power, and will be a severe challenge to any party. More importantly, however, they hold a special place in the lore of the setting. Dragons are exceedingly rare. For the common man, to simply lay eyes on one would be a once-in-a-lifetime experience. Surviving a battle with such a beast is an act worthy of tales and songs that will be told for decades. A combat encounter with a dragon is an event of monumental significance and indescribable peril, suitable for the climax of an epic storyline.

SPECIAL BEAST RULES

Instinctive: Beasts may use Willpower instead of Intelligence when attempting Observation checks.

BOAR ☠☠☠

Boars are highly aggressive beasts, rippling with muscles and armed with sharp tusks. They vary from the size of a large dog to that of a small horse. Their barrelled chests provide them with strength that few animals their size can match, and a charging boar is easily capable of tossing a fully armoured knight through the air like a rag doll. Boars are extremely territorial and will attack anyone who intrudes on their stomping grounds or threatens their young.

The boar shares many traits with the orc—it is wild and ferocious, with a bad temper and worse smell. Hence, orcs often ride large boars into battle. This union of mindless aggression and violence makes a potent combination. Orc boar riders often graft metal spikes onto their steeds' tusks, making them even more fearsome and dangerous in combat. As a symbol of their status, orcs of high rank sometimes yoke boars to chariots, although such contraptions are extremely difficult to control.

Fast: Boars require only 1 manoeuvre to move between medium range and long range, and 2 manoeuvres to move between long and extreme range.

COCKATRICE ☠☠☠☠

At first glance, the freakish appearance of this rare creature might seem comical. The cockatrice has the body of a scaly reptile with leathery wings, but its talons and head resemble those of a cockerel. This strange fusion suggests that the cockatrice is a by-product of Chaos mutation. A solitary predator, the cockatrice typically makes its lair in a cave or other dark, secluded environments in the wilds. There, it lays eggs that eventually hatch into a brood of young. Reported encounters with these creatures are exceedingly rare, likely because so few have seen a cockatrice and lived to tell the tale.

The cockatrice's sharp beak and hooked talons are more than capable of inflicting a mortal wound, but the beast possesses an even deadlier weapon. By merely meeting the gaze of its prey, the cockatrice can turn a hapless victim into stone! This strange ability allows the cockatrice to defeat creatures twice its size. There is no known cure for this bizarre transformation.

Flight: A cockatrice does not need to perform a manoeuvre to disengage from opponents before moving. It can move away from engaged opponents as if it were not engaged with them, unless they can also fly.

Frightening: The cockatrice causes Fear 2.

Petrification: To avoid meeting the creature's gaze, a character may choose to add ♦ to any of his attacks or actions targeting the cockatrice. If the character chooses not to accept this penalty, his attack actions and similar checks targeting the creature gain:

✧ The character is turned to stone!

COLD ONE ☠☠☠☠

Native to the caves and mountains of Naggarth in the northern reaches of the New World, as well as the jungles of Lustria, cold ones are an ancient race of large, quadruped lizards. Cold ones are deadly predators; their strong jaws are filled with dozens of long, jagged teeth, and their muscular legs are tipped by large claws. Though physically imposing, the great lizards are utterly devoid of intelligence beyond the most basic, primal instincts.

Among the dark elves, there are warriors so confident and skilled that they seek to train cold ones as mounts. This is a dangerous and often fatal endeavour, for the thick, green hides of cold ones are coated in a toxic slime. The large lizards will attack anything that comes near them, but the cunning dark elves have learned how to coat their own armour with this noxious substance so that a cold one perceives its master as a pack mate. The poison numbs the rider's senses, and over time he loses his ability to taste and feel. The sight of a dark elf knight and his mount on the charge is enough to strike terror into the hearts of all but the bravest of people.



But the dark elves are not the only race daring enough to use these creatures. In the steamy jungles of Lustria, mighty Saurus lizardmen have also tamed cold ones. A unit of Saurus cavalry rampaging across the battlefield atop their savage cold ones is a fearsome sight.

Frightening: A cold one causes Fear 2.

Stupid: If a cold one scores a ✱ when making any check, it cannot perform any manoeuvres or actions during its next turn.

Fast: Cold ones require only 1 manoeuvre to move between medium range and long range, and 2 manoeuvres to move between long and extreme range.

DRAGON ☠☠☠☠☠☠☠☠

Save perhaps for the greater daemons of Chaos, there is no more fearsome creature in the Old World than a dragon. These massive, winged wyrms are both ancient and powerful beyond the comprehension of most mortals. A dragon's claw is tipped by talons that are each the size of a full-grown man, and their mighty jaws can snap a thick oak in two. The most feared weapon in the dragon's arsenal is its breath: some dragons spew goutts of searing flame, while others blast their foes with acidic vapours or poisonous fumes. The very wise can tell what a dragon can breathe by the colour of its scales.

Dragons are intelligent as well as brutally strong. Some are noble in spirit, providing aid and protection to those they feel are worthy. Others are hate-filled creatures that revel in mayhem and destruction. Only the most strong-willed individuals can ride such a beast, for dragons are very particular about whom they will bear. The lords of the high elves sometimes ride atop a dragon's back, and

Karl Franz keeps an Imperial Dragon in his menagerie which he sometimes rides to war, but tales also tell of a few rare individuals among the dark elves and wood elves, as well as the vampire counts of Sylvania and the Chaos warriors of the north, who have been known to ride dragons into battle.

Dragons are a proud race and once dominated the skies over the whole of the world. Their glory is now long past its prime, however, and most of the dragons that still live slumber in deep caverns beneath Caledor on the high elves' island home of Ulthuan. Even so, the first sight of one of these legendary beasts is a moment that no man is likely to forget.

Flight: A dragon does not need to perform a manoeuvre to disengage from opponents before moving. It can move away from engaged opponents as if it were not engaged with them unless they can also fly.

Terrifying: Dragons cause Terror 3.

Flaming Retribution: Attacks from characters engaged with or within close range of a dragon gain:

✱ Suffer 1 wound plus 1 additional wound per ☠ as a tongue of flame licks out from the creature's maw.

FENBEAST ☠☠☠☠☠

Fenbeasts are not a species native to any part of the Old World. Rather, they are sorcerous constructs magically assembled by powerful sorcerers from rotting vegetation, swamp mud, and the bones of men who have drowned in marshes. The resulting monstrosity is roughly the size of a troll and vaguely humanoid in form, with two legs, two arms, and a small head atop its hulking body. An unmistakable air of death and decay surrounds these creatures, and the strange ritual magic used to create them is unknown even to the wisest wizards in the Colleges of Magic.

Because fenbeasts are animated constructs, they possess no intellect or will of their own. A fenbeast will carry out whatever commands its master has issued until it succeeds or is destroyed in the attempt. An encounter with a fenbeast carries an added risk: the huge and powerful construct is a dangerous enough adversary on its own, but its presence suggests that a powerful and probably malign sorcerer is somewhere nearby.

Terrifying: A fenbeast has Terror 2.

Fenwalker: A fenbeast may ignore terrain-based manoeuvre penalties and up to two ■■ misfortune dice penalties to movement and actions performed while in marshy terrain.

Regeneration: A fenbeast in marshy terrain recovers 1 normal wound at the end of each of its End of Turn phases. Regeneration does not work during a round when the fenbeast is wounded by fire.

No Will: If a fenbeast is not within extreme range of a controlling sorcerer, it collapses into its component parts and is destroyed.

Emotionless: Fenbeasts are unaffected by fear and terror and might be exempt from other conditions based on psychology at the GM's discretion.





GIANT SPIDER ☠☠☠

Arachnids of incredible size, giant spiders are deadly hunters, easily capable of ensnaring and overwhelming a fully-grown man. Their toxic venom is deadly to all but the hardiest victim, and few survive for long once bitten. Some particularly old and powerful giant spiders have been known to grow as large as a house, and forest goblin tribes revere these ancient beasts and even ride them to war.

Giant spiders can be part of a larger brood, often led by a spider queen, but they are often encountered singly or in small numbers. Natural predators, they use their huge, sticky webs to ensnare their prey before feasting on them. Giant spiders are rarely found away from the forest lair or cave where they weave their webs. Forest goblins use the venom of giant spiders to concoct the deadly poisons they smear on their arrowheads and blades, and some even choose to ride these treacherous beasts into battle. Walls and battlements are of no hindrance to these spider riders, making them excellent troops in siege warfare.

Fast: Giant spiders require only 1 manoeuvre to move between medium range and long range, and 2 manoeuvres to move between long and extreme range.

Wall-crawlers: Giant spiders can move up and down vertical surfaces with ease. They ignore terrain-based manoeuvre penalties and up to two ■ misfortune dice penalties to movement and actions performed while in any adverse terrain.

Terrifying: Giant spiders cause Terror 1.

Poison: When a giant spider inflicts a critical wound, the target suffers fatigue equal to the severity of the critical wound.

GIANT WOLF ☠☠☠

Giant Wolves have a keen intelligence, setting them apart from other beasts. The size of large hounds, with shaggy black, grey, or white fur and jaws full of long, sharp teeth, giant wolves are dangerous. They are usually found in small packs led by a large, aggressive alpha male. They prefer to hunt herd animals such as deer or domesticated cattle and sheep. Their instinctive pack mentality is their greatest strength. Wolves work together to bring down prey much larger than themselves and will herd their victims toward their waiting pack mates. Lone giant wolves are rarely encountered but tend to be particularly desperate and aggressive if they have been abandoned by the rest of their pack.

Hungry wolves often attack small groups of travellers but will only attack a settlement or a large force of men if compelled by sorcerous means. Goblin raiders often ride giant wolves, making good use of the speed of these creatures to perform deadly hit-and-run attacks. Skilled goblin wolf riders can pepper their enemies with arrows, swiftly wheeling away if threatened themselves. Goblin warlords sometimes shackle wolves to ramshackle chariots from which they lead their forces.

Fast: Giant wolves require only 1 manoeuvre to move between medium range and long range, and 2 manoeuvres to move between long and extreme range.

■ tarry about on my account. I'll be just fine.
See? The vermin barely nicked me. Got
more of my leather jerkin than my... than my skin.

There are more of these foul creatures—and far
worse—still lurking deeper within... within...
within... Um. Where are we again?

No, no, I'm fine. Just a bit light-headed. I just need to
sit down for a second and rest. Yes, just a spot of rest
and I'll be just fine.

– Henrich Straussburgh, last words

GRIFFON ☠☠☠☠☠

With their powerful hooked beaks and razor-sharp talons, griffons are among the deadliest aerial predators in the Old World. Griffons are a strange amalgam of creatures. They have the heads, front legs and large feathered wings of a bird-of-prey, coupled with the body, tail and hindquarters of a lion, a tiger, or other large cat.

A few of the Empire's wealthiest noblemen ride upon the backs of griffons to war, including the Emperor Karl Franz, whose legendary griffon Deathclaw is a faithful beast that has saved him from death on the battlefield several times. Tame griffons are hatched from eggs stolen from nests in the wild. This is a perilous business, as in the wild these creatures are far from tame. Most griffons dwell in nests atop the highest peaks in the World's Edge Mountains and soar high in the sky to pick out prey on the ground below. With terrifying speed and strength, a hunting griffon swoops down to claim its prize, and anything smaller than itself is fair game.

Terrifying: A griffon causes Terror 2.

Flight: A griffon does not need to perform a manoeuvre to disengage from opponents before moving. It can move away from engaged opponents as if it were not engaged with them, unless they can also fly.

HARPY ☠☠☠

Harpies are winged predators that make their nests high upon the coastal cliffs of Naggaroth. They have the legs and feet of a bird of prey, and large, bat-like wings sprout from their backs, but their upper torso is that of a young woman with long, jet-black hair. Despite their fearsome appearance, they exude a primal, savage beauty. This startling contrast masks the creature's true nature as a brutal and remorseless killer.

Swooping down from above without warning, a harpy lashes at its prey with its blade-sharp claws and talons. They are vicious and cruel creatures, delighting in the pain and torment they inflict upon their prey. Perhaps it is their inherent cruelty that begat the legend that harpies are the souls of slain witch elves, given flesh once again to further Khaine's work.

Frightening: A harpy has Fear 1.

Flight: A harpy does not need to perform a manoeuvre to disengage from opponents before moving. It can move away from engaged opponents as if it were not engaged with them, unless they can also fly.

MANTICORE ☠☠☠☠☠

It is difficult to imagine a creature more frightening to look upon than the manticore. With a lion's head and body, a whip-like tail tipped by a poisonous barb, and the huge wings of a bat, the monster seems to have been fashioned from the stuff of nightmares. Fortunately for the folk of the Empire, these aerial predators are found only in Naggaroth, far across the Great Western Ocean.

With training, a manticore can be made to bear a rider. This is no mean feat, for manticores are among the most aggressive and savage creatures known. Rare is the dark elf that can both capture and tame one, but the sight of such a beast on the field of battle is just as terrifying to the enemy as it is inspiring for the soldiers of Naggaroth. To the dark elves, the manticore is one of the many aspects of their murderous god, Khaine, and is a beast to be revered and respected.

Terrifying: A manticore causes Terror 3.

Flight: A manticore does not need to perform a manoeuvre to disengage from opponents before moving. It can move away from engaged opponents as if it were not engaged with them, unless they can also fly.

Uncontrollable: Manticore mounts are notoriously unreliable. The manticore rider must attempt an **Average (2d) Ride check** each round as a manoeuvre to control the beast. If the check fails, the creature gains the Frenzy condition and all future attempts to control the beast become a **Hard (3d) Ride check**.

Poisonous Tail: When a manticore inflicts a critical wound, the target suffers fatigue equal to the critical wound's severity.

WYVERN ☠☠☠☠☠☠

At first glance, wyverns resemble dragons in many ways. Both creatures are reptilian and feature tough, thick skin and large, leathery wings. Wyverns, however, are considerably smaller, do not have forelegs, and are much less intelligent than their draconic counterparts. Wyverns' heads are also more compact, featuring heavily-muscled jaws less than a third the length of a dragon's, and a pair of horns that point directly forward, ideal for goring an enemy. Black venom drips from their long, whipping tail.

With their foul temperament and bestial appearance, wyverns make ideal mounts for powerful orc warlords. From atop the back of a flying wyvern, an orc chieftain can survey the battlefield and drop in to lend his strength where his forces are faltering. The wyvern mount also serves to reinforce the warlord's authority. If one of his subordinates should displease him, the chieftain will order his wyvern to snatch up the unfortunate greenskin in its maw and eat him in plain sight of the troops.

Terrifying: A wyvern causes Terror 3.

Arachnophobia: The people of the village of Droschelhof are desperate for help. A pair of mighty boars is making nightly raids on the woodland village, killing their livestock and attacking the guards. It soon becomes clear that the boars have been driven from their home by a tribe of forest goblins that is training giant spiders for war. The goblin spider riders are mere days away from launching a full-scale attack on the village to test their new mounts in battle.

A Chill Wind: Throughout the Old World, the remains of ancient elf temples still stand. Beastmaster Karithon, a dark elf, has learned of an ancient and powerful artefact hidden within such a ruin, and he has mounted a great expedition to recover it. With his band of loyal warriors and a terrifying array of beasts from the land of Naggaroth, he marches across the Empire to find this lost temple of antiquity. The characters must confront these trespassers and their beasts before Karithon can claim the lost artefact and pose an even greater threat.

BEASTMEN

The beastmen are an ancient race created when the Old Ones' polar gateway collapsed and unleashed the warping energies of Chaos upon the world. Neither fully man nor fully animal, beastmen combine bestial savagery with human intellect. To the people of the Empire, it is a deadly combination, for the beastmen despise the race of man utterly.


Beastmen band together into herds with a two-part social hierarchy. Ungors are the most numerous of the beastmen but occupy a lesser position in the herd. Ungors act as scouts and foot soldiers in battle. The horned gors are the herd's primary warriors. Compared to ungors, these gors are mighty warriors that combine the aspects of a powerful beast with a tall and muscular human body—and they have little respect for their smaller brethren. The ungors harbour a spiteful jealousy of their larger kin.

Although beastmen can be found in nearly every part of the Old World, they are most numerous in the ancient dark forests of the Empire. There, the beastman herds make their camps around monoliths called herdstones. Scholars believe these mysterious standing stones are a focal point for the power of Chaos, and the bestial warriors are drawn to that power.

Striking out from their camps, beastmen launch raids on human settlements for plunder and slaughter. A night of debauched celebration follows as the warherd cavorts around a blazing bonfire, paying tribute to the blasphemous Chaos gods.

Other creatures of Chaos often accompany the beastmen in their march to war. Dragon ogres, ancient and terrible beasts who share a lineage with the beastmen, are a terrifying sight to behold as they call down a storm's wrath upon the enemy army. Gibbering, horrific Chaos spawn strike terror into the hearts of those who muster to fight the warherd. Towering Chaos ogres rampage through the enemy lines, leaving only death and ruin in their wake.

The heroes of the Empire will face many foes in their ongoing struggle to stem the tides of darkness that swell in the world, but few are as numerous, savage, or as close to home as the dreaded beastmen.



Flight: A wyvern does not need to perform a manoeuvre to disengage from opponents before moving. It can move away from engaged opponents as if it were not engaged with them, unless they can also fly.

Poisonous Tail: When a wyvern inflicts a critical wound, the target suffers fatigue equal to the critical wound's severity.

BEASTLY MOUNTS

In the war-torn Old World, several races have tamed wild beasts to use as fearsome mounts. Unless indicated otherwise, controlling a tamed wild beast during combat requires an **Average (2d) Ride check** during the rider's Beginning of Turn Phase. Failing the check consumes one manoeuvre for the rider during his action.

If the creature's rider is slain, the creature must make an **Average (2d) Discipline check**. If the check passes, the creature may continue to act normally. If the check fails, the creature gains the Frenzy condition for the remainder of the encounter. If the check fails and generates ✱, the creature is confused and muddled. It gains the Frenzy condition as above, but must add ♦ to all of its subsequent attacks and actions for the remainder of the encounter.

BEAST ADVENTURE SEEDS

City Gone Wild: The Imperial Zoo in Altdorf is a menagerie of rare and remarkable beasts. When a Chaos cult attempts to steal the zoo's Imperial Dragon for a foul ritual, the mighty drake destroys many of the cages and sets several deadly animals loose in the city. The characters can join the effort to reclaim these beasts and then hunt down the cultists.





USING BEASTMEN

Beastmen are creatures of savagery. They build no cities or towns, do not farm, and live entirely by violence. They will fight against anything, including other tribes. As adversaries, they are good for stories about the terrible destructive power of Chaos. They can be “scaled” as foes, from a small band of raiders waylaying travellers near a forest village to an immense army headed by a twisted champion of Chaos. They are mutated creatures of Chaos, which makes them ideal as visually distinctive enemies; almost any aberrant feature which can be imagined might appear on a beastman.

For the folk of the Empire, beastmen are an omnipresent threat. Much of the land governed by the Elector Counts is blanketed in dark, forbidding forests where the beastmen lurk. Any adventure set within the Empire’s borders might feature beastmen as a principal adversary, but they work just as well when used in an encounter that takes place while the party is travelling as part of a larger adventure. Beastmen are more than cunning enough to set traps and ambushes to waylay the unwary.

Beastmen are not only numerous, they are also quite varied, and this makes them a highly flexible enemy for the Game Master. A band of ungors travelling with one or two gors makes a suitable encounter for a party of novice adventurers. As the heroes grow in power and capability, the GM can add more ungors and gors, eventually sprinkling in some wargors and even a fearsome minotaur.

Bear in mind that beastmen are an uncomfortable reminder of the animal savagery that lurks in the darkest recesses of men’s hearts. When pushed to the point of desperation and faced with starvation, terror, or death, humans are not so unlike their bestial adversaries.

Beastmen are also a dark harbinger of the fate that await the people of the Empire, should the powers of Chaos claim dominion over the world.

SPECIAL BEASTMEN RULES

Ambush: When rolling for initiative, each beastman group adds one expertise die to its check. When beastmen act during an encounter, add one fortune die to all combat actions they take against opponents who have not acted yet during the encounter.

Unruly: When critically wounded, beastmen lose their discipline. Whenever a beastman becomes critically wounded, remove one Aggression, Cunning, and Expertise die from that group’s allotment.

GOR ☠☠☠

To the eyes of the common peasant, all beastmen look roughly the same: a fusing of the head and legs of an animal with the torso of a man. In fact, the majority of beastmen belong to two distinct groups called gors and ungors. Between these, gors are the larger, stronger, and more aggressive breed. These savage gors make up the vast bulk of the mighty warherds. Whatever their appearance may be, gors share one thing in common – their horns.

A gor prides himself on his large, prominent horns, for these are a symbol of status as a true beastman in the eyes of his peers. Indeed, the gors with the finest sets of horns in the herd are often the most powerful and cunning. Gors often colour their horns with dyes or blood before they set out on a raid or march to battle. This serves not only to strike terror in the hearts of their enemies but also to inspire awe among their herd-mates.

MINOTAUR ☠☠☠☠☠

Minotaurs are huge, muscular beastmen with the heads and cloven hooves of bulls. A minotaur’s long horns end in sharp points ideally suited for savaging an enemy. In battle a minotaur becomes a savage and relentless adversary driven into a berserker frenzy by the scent of blood. The mere sight of one of these towering brutes on the rampage is enough to make most soldiers flee for their lives. Those that cannot escape the minotaur’s wrath soon find themselves victim to its wanton slaughter and the orgy of violence that trails in its wake.

Among their own kind, minotaurs are viewed with equal parts reverence and fear. A common legend among the beastmen holds that the minotaurs are the guardians of secret shrines hidden away in the darkest recesses of the world’s most ancient forests. There, the hulking warriors stockpile the skulls, weapons, and armour of their slain foes in a grim tribute to the Chaos gods.

Frightening: Minotaurs cause Fear 3.

Bloodgreed: Driven by its thirst for violence, when a minotaur kills an opponent, it may perform a manoeuvre to feast on its victim’s remains. If it does so, the minotaur heals one normal wound and gains 1 Aggression die. If the minotaur does not succumb to its bloodgreed, it loses 1 Aggression die.

Bloodlust: Minotaurs deal +1 damage when they hit an enemy who is critically wounded.

UNGOR ☠☠

Ungors are the lowest caste in beastmen society, serving as workers, foot soldiers, and resentful victims to the brutish whims and bullying of their larger brethren. Ungors are equal in size to men, and typically feature the hooves and heads of goats. Their horns are small, unimpressive, and reinforce their low status in the herd. Some particularly unfortunate ungors have no horns at all and, even among this lesser caste, are looked upon with suspicion and distrust. Meanwhile, especially vicious and cruel ungors are known as Halfhorns—while not as powerful as a gor warrior, these Halfhorns can keep an unruly mob of ungors in some semblance of order.

Though not as intelligent as gors, ungors possess a low cunning and a spiteful nature. As a result of their rough treatment at the hands of the gors, they are cruel, resentful, and eagerly seize any opportunity to do harm to other gors or enemies they face in combat or capture as prisoners.

WARGOR ☠☠☠☠

The gors are the larger and stronger of the beastmen, but among their numbers the mightiest are called wargors. All beastmen are warriors, but the wargors are truly masters of warfare. On the battlefield, a wargor is a seething force of violence, bloodshed, and butchery. As a badge of their station, wargors may adorn their horns with metal rings and tips of sharp steel or carry the severed heads of conquered foes as a grisly testament to their prowess. Where they wade into the fray, bringing their savage strength to bear on the enemy, victory follows.

More than just expert fighters, wargors are ruthless and savage leaders. Rare is the beastman mighty enough to command both loyalty and obedience among his unruly herd. No gor or ungors dare cross a wargor. The price for such insolence is a swift and bloody death. A beastman army with a wargor at its head is a far deadlier force, for the chaos and disarray that typically undermine the beastmen's effectiveness all but disappear under the stern and unforgiving authority of a wargor.

Frightening: Wargors cause Fear 2.

Man-bane: Wargors and any beastmen units engaged with a wargor gain ☐ and +1 damage to their *Melee Attacks* against human opponents.

BEASTMEN ADVENTURE SEEDS

The Burning Forest: Responding to an advertisement for help, the party arrives at the woodland settlement of Feuerwald. Something in the forest is taking livestock, and one of the town's night watchmen was abducted. Adding to the mystery, an eerie, red glow deep in the woods appears night after night, as if the forest is aflame. An investigation reveals that a herd of beastmen made camp nearby and are signalling the other herds to gather for a raid against the town. Time is of the essence, for the enemy will multiply quickly if the camp is not found and the beastmen thwarted.

Lost in the Woods: The player characters are hired as bodyguards to accompany the vindictive and headstrong Lord Brucher. The young nobleman of Reikland is intent on recovering a priceless family heirloom stolen by beastmen in a raid on his estate. As the party scours the forest, hot on the heels of a fearsome minotaur and his herd, strange clues suggest that Lord Brucher is more than he

seems. In fact, the nobleman is a Chaos cultist and the heirloom is a tome of dark magic. Brucher intends to reclaim the item and leave no witness alive, including the party.

Three Day Ride: Passing through the Reikland, the party chases upon the site of a recent battle between a company of spearmen and a beastman warherd. The soldiers drove the beastmen away but lost most of their number in the fighting. Sergeant Dieter, the company's last surviving leader, promises the characters one gold sovereign apiece if they can get him and his six remaining men safely back to Ubersreik, a town three days to the south by horseback. The party must protect the wounded soldiers and fend off the harassing attacks of the beastmen as they travel, all while suffering the scorn and condescension of the arrogant and impatient Sergeant Dieter.

CHAOS

The barbarians of the far north are slaves to darkness. They are baptised at birth in human blood to the war hymns of the assembled tribe. Despising mercy and humility as signs of weakness, they serve the Gods of Chaos with blood and fire and seek to destroy the hated bastions of civilisation in the south. Were they to succeed, they would raise towers of skulls amidst the ruins in honour of the Ruinous Powers.

The followers of Chaos aspire to attract the attention of their unholy patrons with acts of bloody mayhem. The Ruinous Powers promise their minions untold power, and the greatest Chaos Warriors have the strength of demi-gods. A renowned champion may even be transformed into a daemon prince if he pleases his masters. However, for most, only murder, madness, or a miserable existence shackled within flesh run riot by the whim of Chaos await them.



THE FOLLOWERS OF CHAOS

From smoke and screams stepped a nightmare warrior, his crimson plate mail glowing in the flames of the burning town. He raised his runeblade above his horned helm in triumph. The Chaos Warrior's warband gathered around him, howling blasphemies, their bare muscles scarred with dark eldritch symbols, their hair spiked with blood. Trophy-heads hung at their belts. Beside them shuffled a mass of pulsating flesh and quivering tentacles. Bone spikes protrude from its eyeless faces. The thing moaned at the prospect of fresh slaughter.

The air was heavy with the stench of death, yet the warband's bloodlust was barely sated...

Adventurers are unlikely to encounter many Chaos warbands within the Empire, as the Emperor's armies defend his provinces from most of their encroachments. However, the Empire is an enormous land, and it is not unknown for large warbands of the Ruinous Powers to be concealed within its vastness. Tall, blond Norscans frequently assail the coast for loot and sacrifices, and the northern provinces are susceptible to attacks from raven-haired Kurgan who have fought their way through the land of Kislev. Occasionally, Hung horse raiders from across the Dark Lands penetrate the World's Edge Mountains to pillage the eastern Empire.

Followers of Chaos are fearless opponents who prefer to die facing the enemy lest they incur the wrath of their gods. However, a competent Chaos Champion will not waste his forces on a hopeless cause, realising the difference between tactical retreat and cowardice.

DEDICATED WARBANDS

Many tribesmen worship all four Ruinous Powers, hesitant to anger any of their gods. However, some tribes devote themselves to a single patron. A warband's allegiance can be represented by the talents the GM sockets to the Chaos creature sheet. Warriors of Nurgle might have the Relentless Approach talent, while a warband worshipping Tzeentch might possess Combat Alertness, representing its patron's ability to foresee the future. Action cards can be used in the same way. A Chaos Warrior of Khorne is likely to possess the Reckless Cleave card, whereas a marauder of Slaanesh would use Acrobatic Strike. Furthermore, the brutal warriors of Khorne and Nurgle will usually fight in a Reckless stance, while the more cunning devotees of Tzeentch and Slaanesh might begin an encounter in Conservative stance, biding their time until the right moment to launch a more Reckless attack.

USING CHAOS

The harsh life of constant battle, intertribal warfare, and the rigours of surviving in the wretched lands warped by Chaos make marauders extremely tough. Those that achieve distinction in battle and ascend to the ranks of the Chaos Warriors can expect to be richly rewarded with supernatural stamina and strength, and gifted with a suit of formidable Chaos armour.

Marauders are usually encountered as small raiding parties overrunning settlements on the northern borders of the Empire, or as pirates ravaging the coast of the Sea of Claws. Larger invading hordes are much rarer, although the forces of Chaos are said to be massing their strength in the north. The elite Chaos Warriors are fewer in number, but are a match for almost any enemy. They often lead war parties of marauders, or fight alongside a small group of their peers, forming a deadly unit that few can hope to stand against.

CHAOS SPAWN ☠☠☠☠

When a follower of Chaos has been bestowed with more mutations by the Ruinous Powers than his flesh can withstand or has earned special attention from his dark gods, his body may devolve into a massive, seething creature known as a Chaos spawn. These horrors are constantly oozing, shifting, and mutating, their bodies unable to control the violent Chaos energy surging through them.

These terrifying creatures shamle into battle, using their volatile mutations to unleash a series of brutal attacks against those unfortunate enough to face them. Mindless and utterly beyond reason, Chaos spawn relentlessly attack anything in their way, the blows of their enemies merely a strange relief to the endless insanity that is their miserable existence.

Eldritch Physiology: Chaos spawn do not suffer critical wounds. Any critical wounds inflicted are treated as normal wounds.

Flailing Appendages: After a Chaos spawn completes a *Melee Attack*, roll \square . On a \blacktriangle result, the Chaos spawn may immediately perform a *Basic Melee Attack*. It may continue to perform additional *Basic Melee Attacks* until this special die roll does not produce a \blacktriangle result.

Terrifying: Chaos Spawn cause Terror 2.

CHAOS WARRIOR ☠☠☠☠

Blessed by the Chaos gods to be their chosen warriors, these heavily armoured titans are a sight that can freeze the blood of those facing them in combat. Chaos warriors rise head and shoulders above even the largest men, and have a strength and endurance far beyond that of mere mortals.

They also wear distinctive Chaos armour—fully enclosed suits of spiked plate mail, decorated with baroque ornamentation such as skulls, daemonic faces, and blasphemous runes. Their helmets are often horned and depict terrifying visages. Wielding enormous weapons in a single hand, many Chaos warriors also carry huge tower shields the height of a man.

Masters of Warfare: Chaos warriors have 1 rank of Weapon Skill and Resilience trained.

Frightening: Chaos warriors cause Fear 2.

FORSAKEN ☠☠☠☠

Warriors of Chaos who succumb to mutation and madness become Forsaken. They no longer kill for ambition but hunt the Chaos Wastes for warm meat and blood. Mutations ravage their flesh, and instead of hands they have huge talons or scythes of bone; their weapons are long-discarded. The rusted Chaos armour still strapped to their twisted muscles is the only vestige of their past glory. A glimmer of cunning remains—all that divides them from Chaos spawn.

The tribes respect these exiles as blessed children of the Chaos Gods, and Chaos warriors still regard them as brothers-in-arms. A leader of a warband might coax a Forsaken from its lair with fresh flesh so that it might fight alongside his warriors. Sometimes, when it rushes into battle, the blood-oaths of the warband in its ears, it remembers that it was once a champion among men.

Berserk Rage: A Forsaken must always move toward and attack any enemy it is aware of, if possible. It will never retreat from combat. A Forsaken's attacks inflict +1 damage for each ♦ exertion symbol generated by the attack's dice pool.

Mutant Monstrosity: A Forsaken may possess one or more mutations, drawn at random from the Mutation card deck. Also, its hands have mutated into razor-sharp talons. Its *Melee Attacks* have a Critical Rating of 2 and the Vicious quality.

Frightening: Forsaken cause Fear 2.

MARAUDER ☠☠☠

Natural-born warriors, the harsh upbringing and clan rivalry of the men of the northern tribes wean out the weak at a very young age. Those that survive grow into strong, battle-hardened fighters who can count themselves amongst the fiercest warriors of mankind.

Marauders are rarely heavily-armoured, relying on their martial prowess to defeat their enemies. They are skilled with all manner of close combat weapons and prefer to use thrown weapons such as javelins and axes rather than bows or crossbows. Their heavily-muscled bodies are covered with tattoos, heavy furs, and piecemeal bits of spiked armour.



DRAGON OGRES & SHAGGOths

Since time immemorial the dragon ogres have been lords of the mountain peaks. When Chaos burst into the world, these monsters, already enemies of mankind, pledged their allegiance to the Ruinous Powers in return for immortality.

Standing over twice the height of a man, dragon ogres have scaly hindquarters with four reptilian legs and a long, spiked tail. Their upper bodies are heavily muscled, and their heads resemble bestial ogres. Some wear helmets and armoured plates decorated with icons of Chaos. Their axes can easily lop a man in two.

The most ancient of their kind, the powerful shaggoths, tower over their younger kin. To witness such a legendary behemoth is a sure sign that the End Times are coming. The eldest of their kind, Kraknrok the Black, is said to be the size of a mountain, and prophesy speaks of a fierce tempest that will one day rouse him from his slumber to strike the death blow against the realm of men.

On the stormiest nights, dragon ogres clamber the peaks, baring themselves to the elements. The raw energy of lightning invigorates them and fills them with a furious rage. The crash of thunder is nothing compared to the clash of their blades as they duel among the heights.

Dragon ogres sometimes accompany Chaos warbands, their presence spreading despair, eager to display their ruthless devotion to the Ruinous Powers.

DRAGON OGRE ☠☠☠☠☠

Storm Rage: A dragon ogre ignores wounds and criticals caused by lightning-based attacks. Instead, it recovers a number of normal wounds equal to the damage the attack would have caused. Also,

for the rest of the encounter, the Dragon Ogre's Melee Attacks deal extra damage equal to its depth in the Reckless stance, but its Defence is reduced to 0.

Frightening: Dragon ogres cause Fear 2.

DRAGON OGRE SHAGGOTH ☠☠☠☠☠☠

Storm Rage: A dragon ogre Shaggoth ignores wounds and criticals caused by lightning-based attacks. Instead, it recovers a number of normal wounds equal to the damage the attack would have caused. Also, for the rest of the encounter, the dragon ogre Shaggoth's Melee Attacks deal extra damage equal to its depth in the Reckless stance, but its Defence is reduced to 0.

Master of the Tempest: When encountered in the open, attacks that target a Shaggoth from medium range or closer gain:

✧ The attacker is struck by a bolt of lightning and suffers 2 wounds! Each time this occurs, the Shaggoth gains 1 Aggression.

Terrifying: Dragon ogre Shaggoths cause Terror 3.

CHAOS ADVENTURE SEEDS

Muster at Geheimnisnacht: A Chaos warband has quietly infiltrated the deepest forests of the Empire where it musters a force of mutants and malcontents, awaiting an omen from their gods to ravage the land. The adventurers are alerted to their presence and must rouse the disbelieving nobles to war before it is too late.

The Horror in the Hills: A Forsaken, sole survivor of a long-ago Chaos incursion, lives among the hills. For years, the area has been haunted by tales of a man-eating daemon. A renowned huntsman organises an expedition to put paid to this mysterious devil once and for all and seeks adventurers to join the hunt.

The End Times Are Nigh! Following a ferocious storm, the mountainfolk wail that Krakanrok himself has been sighted among the peaks. The Elector Count himself decides to nip this nonsense in the bud. "It's probably just a troll that's spooked these halfwits," he tells the adventurers. "Bringing back its head should calm the peasants down..."

CULTISTS

Cultists belonging to many covens convene in secret across the Empire, rarely representing a physical threat. They prefer to weaken and undermine an enemy rather than crush heads in open battle. They corrupt high society, infiltrating positions of authority or blackmailing and intimidating the powers-that-be into silence or staying their hand. Particularly powerful or well-established cults are often led by a magister, a highly dangerous individual with mastery of forbidden sorcery. Some cults worship the pantheon of Chaos as a whole, but others dedicate themselves wholly to a particular power and bear obvious signs of their allegiance.

It is the evil machinations of the Chaos cults, however, that are often hardest to oppose, as they strike at the heart of their enemies from within. Highly secretive, Chaos cultists and their fellow conspirators are difficult to identify, as the promise of easy power can corrupt even the purest heart, irrespective of rank or nobility.

Chaos cultists rely on secrecy and deception, blending in with society and covering their tracks at every turn. They rarely stand out from the masses, seeming to be normal people in every way. Chaos cultists operating in the Empire are almost always human. Dwarfs and elves are particularly resistant to the lures of Chaos and seldom fall prey to its corruption. Humans by contrast are weaker in mind and body and more vulnerable to temptation and mutation.

As with any follower of the Ruinous Powers, Chaos cultists often receive a blessing from their infernal masters in the form of a Mark of Chaos or mutation of some sort. They endeavour to cover up such blatant signs of their heresy in public but revel in their unholy deformities at their cult's secret gatherings. Many Chaos cultists are physically weak by comparison to most warriors, relying on cunning and subtlety instead of brawn.

USING CULTISTS

Chaos cultists are a different kind of threat than other enemies. They are the enemy within. Some cults may slowly scratch and claw at the pillars of society until society falls in upon itself. Others insinuate themselves into positions of authority, seeking to change policy or subvert society one law at a time. Cultists are the thinking man's enemy. Each cult may have ulterior motives that take months, years, or perhaps even decades to fulfil. In the meantime, they are ready to manipulate, subvert, and corrupt those in their way. Cultists make excellent adversaries for investigation-based adventures wherein the goals of the cult are slowly revealed over time.

The rank and file followers of a Chaos cult are often zealous and fanatic, willing to risk life and limb to further the goals of their cult. In fact, the death of ordinary cultists are often acceptable losses to the cult leaders, who won't balk at sending low-ranking members to

their death to buy time or send a message. A confrontation with a cult leader and the inner circle of cultists can be the culmination of a long, involved investigation into the cult's activities.

CULT FOLLOWER ☠☠

The general, rank-and-file members of a cult may come from all walks of life. The temptation for power or knowledge is strong enough to lure a variety of different types of people. Most cult followers, or "Brethren," as they refer to one another, are slowly indoctrinated into the ways of the cult by seemingly innocuous or innocent rituals and celebrations, then are increasingly exposed to more nefarious rites and secrets. The most zealous and faithful cult followers may earn their patron power's stigmata and eventually become a cult mutant, while the most charismatic or conniving may one day rise to the rank of cult leader.

CULT LEADER ☠☠☠

Within each cult rises a member of unmatched zeal, towering charisma, or unwavering loyalty to his dark god. These individuals use their power and influence to advance the cult's goals and bid its followers to perform various duties. Some cult leaders exhibit burgeoning magical powers, allowing them to channel their dark gifts into sorcerous manifestations of Chaos. These dangerous individuals are known as Magisters. While most cult leaders are ultimately mere mortals, they make for formidable enemies when confronted alongside the followers and mutants under their sway.

Venomous Lies: Cult leaders have Guile and Intimidate trained.

CULT MUTANT ☠☠☠

The Ruinous Powers may gift their followers with special blessings or marks to show their favour. Often, the frail body of a mortal cannot control the power of such blessings, and the body corrupts and mutates in response to these dark gifts. Followers who have been especially favoured by the Dark Gods or infused with Chaos bear a variety of bizarre and often hideous mutations; tentacles, weeping sores, eyes or orifices growing in unnatural places, and all manner of disturbing aberrations. No longer able to operate openly in public, these mutants often work behind the scenes or lend strength and ferocity to more violent or confrontational acts performed by the cult.

Unwholesome Mutations: Cult mutants cause Fear 1. A cult mutant may have between 1 to 4 random mutations.

DAEMONS

Many creatures in the Old World have been touched by the taint of Chaos and transformed into horrific mutants by its warping energies. Daemons, however, are made from raw Chaos itself. What the scholars of the Empire call "daemons" are in fact the physical manifestations of malevolent entities dwelling within the Chaos maelstrom. When the Old Ones' polar gateway collapsed long ago, daemons gained access to the world and waged an endless war against its inhabitants at the command of their baleful Chaos gods.

To the eyes of men, daemons are both alien and horrific, as if fashioned from the stuff of their deepest fears and darkest desires. Some hold that daemons are the result of these terrible thoughts and fears magnified and given form by the Winds of Chaos. Others have catalogued these nightmarish monsters and identified four primary aspects with which all daemons can be identified. It is from these aspects that the Empire's brightest minds have come to know

the identities of the four Chaos gods. These four dread masters shape their daemoniac minions in their image, and all daemons can be associated with one of these four sinister deities.

For the common soldier of the Empire, an encounter with a daemon is too terrifying to contemplate. While orcs, beastmen, and even skaven are more than fearsome enough, the average man of the Empire can at least understand what these creatures are and what motivates them. Daemons are another matter entirely. Their forms often pervert and defy the laws of nature, and they seem to know instinctively what lies within the darkest corners of men's hearts.

While daemons are terrifying and abhorrent to most, some find them alluring or awe-inspiring. These misguided souls take to worshipping the Ruinous Powers in secret cults. Indeed, daemons often claim victory over their adversaries not through violence on the battlefield but through whispered promises of power. Although they wield great strength and strange magical powers, their deadliest weapon might well be their diabolical cunning and their innate knowledge of how to exploit the weaknesses of mortal beings, for the greater daemons are masters of corruption and subversion.

THE RUINOUS POWERS & THEIR DAEMONS

Each of the Ruinous Powers controls its own daemoniac forces with unique abilities, traits, and features. Additional information for the Ruinous Powers and their daemoniac minions can be found in separate products such as *Winds of Magic*, which introduces Tzeentch's minions, and *Signs of Faith*, covering the followers of Nurgle.

' h h h
my own eyes, I did! Right before that strange
Witch Hunter and Erich Keller, the Warrior
Priest, went in and gave it what-for.

*It were a fouldome thing, writhing with purple
blotchy skin and more mouths than me and my
whole family. Each mouth on this strange, stretchy
neck, snapping about like it was lookin' fer somethin'
to eat. And it spouted blue flames all about, too!*

*That poor Witch Hunter was burnt crisp, he was.
But Keller prayed to Sigmar and smashed the thing
good with his hammer. Praise be to Sigmar, indeed!*

– Emmott Faber
former smith, now town drunkard

USING DAEMONS

The word “daemon” encompasses a great many creatures that are enormously varied. Daemons come in many shapes and sizes and go by many names. While they share a common origin as creatures of pure Chaos, each daemon is associated with one of the four Chaos gods. This association is a daemon’s most defining characteristic and informs every aspect of its being. Servants of Khorne embody rage and vengeance. Daemons of Nurgle possess some aspect of decay, rot, and disease. Followers of Tzeentch represent change and scheming. Slaanesh’s daemons revel in excessive desire. It is important to keep these aspects of the daemon in mind when using one during an encounter in order to remind players of the evil will of the terrible Chaos gods.

Encounters with daemons should not necessarily be commonplace. The appearance of even the smallest and least deadly of such creatures is a rare event for most citizens of the Empire and hints at far deadlier forces working against the party. Remember, it takes considerable effort and energy to bring a daemon into the world. Only where the power of Chaos is particularly strong can such an event occur. Only the most devoted cults can summon such creatures. Only when the Winds of Chaos blow strong are daemons likely to be seen with any frequency within the borders of the Empire.

When you want to introduce a daemon as an antagonist, put extra effort into demonstrating the significance of the event. Stress the horrific aspects of your daemon through the reactions of any NPCs that might be nearby. Daemons are dangerous foes that often

employ minions and servants to make up the bulk of an adventure’s encounters, and the daemon itself makes for a great climactic encounter.

FLESH HOUND ☠☠☠☠

Huge, wolfish daemons of Khorne, flesh hounds are the implacable hunters of the Blood God’s enemies, with teeth the size of daggers and claws that can tear through armour like paper. Savage and cunning, these terrifying beasts are nimble yet incredibly powerful, each creature able to viciously tear apart hapless victims in the blink of an eye. Their blood-hued flesh is covered in hard scales and matted fur, and each beast has a brass collar fused to its neck, forged from Khorne’s very rage. Often summoned and sent forth in packs, flesh hounds tirelessly hunt their prey, instinctively tracking them across any terrain until they make their kill.

Horrific Fiend: Flesh hounds cause Terror 1.

Instinctive: Flesh hounds may use Willpower instead of Intelligence when attempting Observation checks.

FURY ☠☠

Furies are vicious, bestial daemons with man-sized humanoid bodies, large leathery wings, and sharp, hooked talons. Patches of mangy, black fur run down the backs of their long, protruding heads. What furies lack in intellect is more than made up for in savagery; furies swoop down from the sky with terrifying speed to attack their unsuspecting prey. They rarely seek a direct confrontation unless they have a decided advantage. At heart, furies are cowardly creatures who serve mainly as harbingers and messengers for more powerful daemons.

Flight: A fury does not need to perform a manoeuvre to disengage from opponents before moving. Furies can move away from engaged opponents as if not engaged unless the opponent can also fly.

IMP ☠

Imps are the smallest and least powerful of all daemons and exist in many forms. Most common among these are familiars, which look like twisted, mutated versions of mundane animals or even tiny humanoid creatures with pointed ears, tails, and wings. The variety of familiars is almost limitless, but their function is similar: familiars exist to serve and assist a powerful sorcerer learning to master the powers of Chaos in service to the dark gods.

Nurglings, a common form of imp, are pale yellow, knee-high creatures that resemble grotesquely swollen children. Nurglings are mischievous, playful, and delight in disease and decay. Individually, a nurgling is more dangerous for the innumerable diseases they spread than as an adversary in combat. But when enough nurglings gather they can work together to bring down a larger enemy.

DAEMON ADVENTURE SEEDS

A Cure for What Ails You: When a terrible plague breaks out in the town of Bodenheim, major trade routes to Altdorf are threatened. The party is hired to protect a small group of physicians travelling to Bodenheim in an effort to stem the disease and find a cure. The characters are introduced to the good-natured town physician, Hermann Feldstein, who is doing his best to minister to the sick. Events take a dire turn when foul, gibbering nurglings and festering, rotting furies appear to hamper the progress of the doctors and the characters protecting them.

Dark Reflection: Lady Siebert, an obsessive collector of exotic mirrors, has fallen under the influence of a daemon whose essence was bound to one of the lady's more precious antique mirrors. The creature plays upon her vanity and desire for power by helping her plot a terrible conspiracy against her noble husband, Lord Albrecht Siebert. The steward of House Siebert hires the characters to investigate, but Lady Siebert, with the daemon's aide, dispatches familiars and furies by nightfall to put an end to the unwanted guests.

The River's Rage: Like other places in the Old World, Reikland is dotted with ancient elven ruins now long abandoned and overgrown. Resting in one such ruin is a lost elven artefact called the Sable Globe. The Sable Globe has been corrupted by the taint of Chaos and is now a beacon for evil. Joining forces with an expedition of high elves intent on destroying this lost artefact, the characters must battle the lesser daemons attracted by the globe's Chaotic power and destroy the artefact before a terrible, greater daemon can use that power to enter the world.

DARK ELVES

Once, the high elves knew nothing of violence. Then Chaos came into the world, and an elven king arose to turn back the tide: Aenarion the Defender. Aenarion had a son called Malekith, and he was perhaps the only elf who could match his father's prowess in battle. Yet, when his father was slain, Malekith did not seek the throne, and left the kingdom to explore the world. He helped to found elven colonies so he would not overshadow the new ruler. However, while traversing the New World, he found a talisman, the Circlet of Iron, in the ruins of an ancient city. This evil amulet slowly corrupted his soul.

When he eventually returned to Ulthuan, he discovered that many of the elves had fallen into corruption and debauchery and had become devotees of the Cults of Excess which revered luxury and pleasure. The cults were strongest in Nagarythe, Malekith's homeland, and his mother, Morathi, had long been a devotee. Apparently enraged by this, Malekith handed over the pleasure worshippers, including his mother, to the Phoenix King for judgement. He ruthlessly hunted down the cultists throughout Ulthuan. However, it was all a ruse to capture power for himself, and he accused Bel Shanaar, the Phoenix King himself, of being a secret member of the cult. Malekith had the rightful Phoenix King poisoned and seized the sacred Shrine of Asuryan. Believing that it was his right to rule, he walked into the flames of Asuryan to prove that he was the god's chosen leader, but the fire almost burnt him to death. Malekith's followers took their stricken lord and fled to Nagarythe.

In Caledor, Malekith's loyal follower Hotek, a priest of Vault, forged mighty weapons for the armies of Nagarythe. Eventually, Hotek fled with the Hammer of Vault, using the artefact to forge a suit of armour for his crippled leader's body. The runed armour fused to the fiery rage of Malekith's twisted body. Fueled by years of rage and bitter hatred for his enemies, Malekith made sorcerous pacts with dark, foul powers, and his already formidable might grew. Infused with such power, the prince of Nagarythe ceased to be. In his place, encased in a second skin of blackened steel, was the Witch King, as he would from henceforth be known.

Finally, in a rage of frustration and madness, the Witch King and his coven of sorcerers sought to destroy the vortex that Ulthuan's mages maintained to keep Chaos from utterly overwhelming the world. Despite being aided by daemons, his plan was foiled by the

resolute high elf mages, but the shockwaves caused by his sorcery rent the island to pieces, drowning the lands of Nagarythe beneath the waves. This terrible event is known as the Sundering.

With powerful magic holding their citadels and palaces aloft on the sea, those loyal to the Witch King sailed west to the land where Malekith had found the Circlet of Iron, which they named Naggaroth, the Land of Chill. There, the Witch King rededicated his nation to his new cause: the conquest of Ulthuan. His people rechristened themselves the Druchii—but they are better known as the dark elves. They dedicated their entire culture to the arts of death by sword or by sorcery. Despite their belief in the same elf gods the high elves worshipped, the Druchii openly indulged in their worship of Khaine, the God of War and Murder.

The surviving fortresses and palaces of Nagarythe, which dark elf sorcery had torn from the earth and turned into huge floating ships, became known as the Black Arks. With these and smaller raiding vessels, they set out to take revenge upon their high elf kin, but centuries of incessant war and invasion against Ulthuan resulted only in stalemate as the high elves defended their lands. The dark elves' cities in Naggaroth needed more and more slaves for their mines and their fighting arenas, as well as other resources. They also realised that, in attacking other lands, they could weaken their high elf enemies. Through treachery, they drove a rift between the high elves and the dwarfs, a rift that has never healed. They considered humans beneath contempt—a fledgling race barely worth destroying but which provided an endless source of slaves ripe for the picking.

So it has been since before the time of Sigmar: the Black Arks of the Druchii have shadowed the seas and haunted the coastlines of the Old World. Whatever they see, they take for themselves, keeping the seas dangerous to cross and the people of the Old World ever



fearful. Great, magical storms surround the arks, allowing them to approach harbours without being seen. Then from the holds spring great waves of dark elves. With terrifying speed and savagery, they attack a coastal town or village, dispatch all resistance, seize prisoners, and burn the settlement to cover their tracks. So swift and devastating are their attacks that many in the Old World consider them a myth—but they are very real, and their hunger for slaughter never ceases.

USING THE DARK ELVES

With their home so far from the Empire and their restricted interest in humanity, dark elves are not ideal enemies to be the focus of an adventure set in the Old World. However, they are excellent complicating factors, and since they will at times ally with evil humans or followers of Chaos, they can appear in almost any plot. Their enduring xenophobia makes them frightening opponents, and they are arrogant glory-seekers with unparalleled martial skills.

Such is their skill with weapons that you might consider giving dark elf characters more action cards. Double Strike, Surprise Attack, and Reckless Cleave are good Melee Actions, while Execution Shot, Rapid Fire, and Close-Quarters Shot are useful for those armed with repeater crossbows.

Some dark elves ride to battle atop cold ones, and dark elf raiders are sometimes accompanied by vicious monsters such as harpies or manticores. See the Beasts section (page 14) for more details.

SPECIAL DARK ELF RULES

Eternal Hatred: The dark elves are filled with loathing for every other species. They gain \square to all *Melee Attack* and *Ranged Attack* actions targeting non-dark elf humanoids.

Night Vision: Two fewer \blacksquare misfortune dice are added to a dark elf's dice pool for any effects from darkness or lack of sufficient light.

ASSASSINS ☠☠☠☠

Just as the great high elf Swordsmen of Hoeth spend centuries honing their skills, the assassins of the Druchii dedicate their entire long-lived lives to mastering the art of killing within the Temples of Khaine. Though they train with all weapons, they prefer the blade and the dagger, and they coat these blades with a powerful poison. They also train in the arts of stealth so they can be upon their opponent before they are even seen. They are also masters of disguise and can pass themselves off as an innocuous bystander until the right moment to strike their target.

Whether hired to eliminate a political rival, train promising corsairs, or enforce discipline over an army captain's troops, none question the assassin's effectiveness. In fact, the great rulers of Naggaroth are willing to pay almost any price to secure an assassin's services when necessary. Be it wealth, political influence, or ritual sacrifice, an assassin's skills do not come cheap.

Assassin Training: Assassins have Weapon Skill and Stealth trained. They have two ranks trained in Guile.

Poison: When an assassin inflicts a critical wound, the target suffers fatigue equal to the critical wound's severity.

CORSAIRS ☠☠☠

Corsairs make up the crews of the Black Arks and other craft. Clad in their unmistakable dragon-scale cloaks, they can weather great tides of arrow-fire until they can unleash furious strikes with their swords or spears. Most also wield repeater crossbows, allowing them to cover such advances with their own waves of missile fire. Many carry entangling weapons as well to capture their slaves unharmed.

They are daring, brave, swift, efficient, and extremely dedicated to their cause, for they know there is much prestige and wealth to be gained for those who return to their Black Ark victorious in their mission. A successful slaving raid or a voyage ripe with plunder can earn a crew of corsairs the esteem of their fellow dark elves, as well as provide enough wealth to secure their future with the right noble dynasty or possibly even a seat in Malekith's court.

WITCH ELVES ☠☠☠☠

Witch elves are the fanatical female worshippers of Khaine. Their beauty is intoxicating, yet they are wedded purely to their god. They sacrifice slaves to Khaine in bloody, frenzied rites in which they paint themselves with the blood of living sacrifices.

In battle, they drink the blood mixed with poisonous herbs until it boils their fury into total madness. Shunning any self-concern, they run shrieking at their enemies, falling upon them with a storm of poisoned blades. Those that succumb to the poison before being torn apart are dragged back to the altars of Khaine so that the rituals may begin again.

Frightening: Witch elves cause Fear 1.

Poison: When a witch elf inflicts a critical wound, the target suffers fatigue equal to the critical wound's severity.

Frenzied: Witch elves always have the Frenzied condition.

DARK ELF ADVENTURE SEEDS

Rites of Blood: The PCs arrive at a coastal village to discover it empty of people. There is evidence that dark elf raiders have struck. They haven't gone far, for the witch elves are having a frenzied ritual to their god on a nearby hilltop. Can the PCs spring the captive villagers before the witch elves summon up an aspect of Khaine himself?

The Wrong Inn: The heroes wake up bound and gagged after being drugged by their innkeeper in a remote village. It turns out he makes some money on the side selling slaves to corsairs. The dark elves will be arriving soon to pick up this month's instalment. If the PCs escape and flee, the corsairs will simply take whoever remains in the inn, but should the PCs risk their lives for the man who tried to sell them on? What about his innocent family?

The Derelict Ship: The party stumbles across the beached wreck of one of the fearsome, reaving corsair ships. With most of the crew clearly dead or gone, this presents a chance to take revenge on any dark elves left behind or perhaps free any slaves aboard. However, inside the hulk lurks another mystery: what killed the crew and wrecked the vessel?

DWARFS

Slow to befriend and quick to offend, dwarfs are a stout, proud race. Dwelling in their mountain strongholds that border the Empire, dwarfs are expert miners and craftsmen. Many of their innovations are intended for warfare, for theirs is a warrior society. Dwarfs mainly venture from their homelands to uphold their alliance with the Empire, fight invading greenskins, or search for rich mineral veins.

Dwarfs are built for battle: thick and sturdy. While they barely stand over four feet tall, they are solid pillars of muscle. They wear their beards long, to reflect their age, wisdom, and accomplishments. Their beards are often adorned with silver and gold rings as well as intricate braids.

Tradition and ancestry are two of the most important things to a dwarf. They take pride in recounting the glorious deaths of their kin, and they vow to follow in such honourable footsteps. Dwarfs have a deep hatred for greenskins, and also resent elves. Holding grudges is one of the dwarfs' defining characteristics. It is said in the Empire that offending a dwarf is a deadly affair—once you are recorded in their Great Book of Grudges, there is little chance of having your name removed while you are alive.

SPECIAL RULES FOR DWARF NPCs

Dwarf NPC Profile: For a quick dwarf NPC, take any one of the generic NPC profiles and modify it as follows: +1 Strength, +1 Toughness, -1 Agility, +1 Aggression die to its A/C/E budget.

Ancestral Grudge: A dwarf NPC adds ☐ to all *Melee Attack* and *Ranged Attack* actions he makes against greenskins, and against any target that has wounded him. This bonus lasts until the end of the encounter.

Night Vision: Two fewer misfortune ☐ dice are added to a dwarf NPC's dice pool for any affects from darkness or lack of sufficient light.

Resolute: Dwarfs are renowned for their grim determination. dwarf NPCs gain ☐ to all Discipline and Resilience checks.

FOREST SPIRITS

The forest has always been there. Long before Chaos first entered the world, long before even the elves first walked upon the shores of Ulthuan, the forest of Athel Loren has existed, and the Forest Spirits have called it home. It is a forest like no other, where the concentrated power of the spirits and their magic works to change the nature of reality. Time and space are fluid there, and whole armies can be lost within its branches, never to be seen again.

Folk tales speak of other forests throughout the Old World that are the haunts of such forest spirits and creatures, but these claims are usually derided by scholars in the Empire as mere peasant superstition. In contrast, some of the people of Kislev believe that forest spirits dwell among the lonely pines and wilds of their own lands, and, indeed, may worship them, leaving them offerings to appease their capricious anger. However, the only place where it can be said with any certainty that forest spirits exist is among the unearthly trunks of Athel Loren.

The elves were the first mortals to discover the nature of Athel Loren when they first journeyed across and colonised the Old World. They quickly realised the power and danger of the place and lost many of their kindred trying to explore its secret depths. They erected giant standing stones around its perimeter as marks of warding and respect.





The elf colonists of the Old World were little affected by the civil war that split Ulthuan and matched Malekith's dark elves versus the loyalist high elves, though many, out of a sense of duty, sailed to Ulthuan to fight for the defence of their island kingdom. However, centuries later, strife found them during the War of the Beard when their former allies, the dwarfs, waged war against them and succeeded in driving most of the elves back to Ulthuan. Those elves that refused to return to their original homeland fled into Athel Loren to escape the fury of the victorious dwarfs. A dwarf army followed them into the forest, hacking down and burning the trees. The forest spirits rose in anger and defeated the trespassing dwarfs. Athel Loren embraced the elves, and since that time they have dwelled in the forest as the wood elves, living in balance with nature alongside the forest spirits.

Together with the wood elves, the forest spirits protect Athel Loren against the depredations of those who would see the ancient trees toppled and burned. The first and foremost targets of their fury are the unnatural beastmen and other children of Chaos, but their rage will fall on any who bring destruction or evil into the wood. Humans are regarded as a careless breed, always taking without thought. Dwarfs are seen as far worse, with their love of axes and their disregard for anything that is not of stone or steel—their past attempts to turn Athel Loren into firewood have never been forgotten. Even the wood elves are suspect, for what of flesh can truly understand the way of wood?

The forest is slow to anger but slower still to trust. For four thousand years, the wood elves have worked hard to earn that trust, yet even they still have to walk softly beneath the boughs. They know the ways of the wood are hard to see and that the forest is far older

and wiser than they can know, and they owe it a debt they may never be able to repay. They know too that, once it has risen, the fury of the forest never abates and is terrifying to behold.

USING THE FOREST SPIRITS

The creatures of Chaos are hideous and unnatural, but they are still creatures of flesh, and even fleshless skeletons used to be alive. Forest spirits are not (and have never been) mortal and thus are possibly the most alien creatures the PCs may encounter. Their behaviour should match. They should be capricious and unpredictable in the extreme, sometimes flying into a rage for no reason. Their motivations should be inexplicable because they think and plan on time-scales that even elves have difficulty in grasping. Most of all, they have trouble understanding death, for usually when their wooden shells are destroyed, their spirit forms simply fade back into the forest.

SPECIAL FOREST SPIRIT RULES

Forest Walk: Forest spirits may ignore all terrain-based manoeuvres and up to ■■ misfortune penalties to movement and actions performed while in woodland terrain.

DRYADS ☠☠☠

Dryads hate those who trespass into their woodland territory and use shape-shifting to distract their enemies. They usually appear as beautiful maidens, albeit often with green-tinged skin or branches in their hair. When their enemies are enchanted and waylaid by their beauty, they reveal their war-form: a horrifying visage of thrashing wood. Their hair becomes briars and thorns, and their branch-like arms end in razor-sharp claws capable of tearing flesh from the bone. In this form they move through the forest at blinding speed and kill anything that gets in their way.

Frightening: Dryads cause Fear 2 when in their war-form.

SPITES ☠

Of all the forest spirits, the spites are the most capricious and meddlesome. In their natural form, they are shining spheres of light, but they can appear as anything they choose and change often to best confuse their targets. For example, these tiny creatures may have thorny limbs and vicious claws, or they might fly on insect-like wings and wield diminutive weapons. Their intent shifts as well, dancing from mischief to murder. Some like to enchant their victims, leading them astray in the forest or into a reverie even in the midst of a battle. Others will throw rocks, shoot tiny arrows, hurl magical fire, or even sting with poison burrs or darts. Indeed, these spirits are so varied as to be impossible to characterise, save for the spiteful emotion that fills their hearts.

Flight: A spite does not need to perform a manoeuvre to disengage from opponents before moving. It can move away from engaged opponents as if it were not engaged with them, unless they can also fly.

TREE KIN ☠☠☠☠

Older and more powerful than the dryads are the tree kin. When their forest domain is threatened, these spirits animate the husks of dead trees, uprooting them to march to war. With gnarled limbs and faces twisted in fury, these possessed trunks stand over eight feet tall. Their primal ferocity is matched by their power and strength. They will ambush their enemies, appearing still and motionless among the trees of the forest until it is the right time to launch their terrifying attack.

Terrifying: Tree kin cause Terror 2.

Flammable: If a tree kin suffers critical damage from a flaming attack, it suffers extra damage equal to the critical's severity rating.

TREEMEN ☠☠☠☠☠

The most powerful and ancient spirits of the forest choose to entwine their essence with a living tree. The two become one, the tree gaining the mind and will of the spirit and the spirit relinquishing its ethereal form to become truly a part of the forest. These great trees live for aeons, seeing nations and races rise and fall, and grow to truly enormous size. Just to be in their presence is terrifying; to witness these behemoths in battle—crushing enemies with one blow—is to go mad at the realisation of one's true insignificance.

Terrifying: Treemen cause Terror 3.

Flammable: If a treeman suffers critical damage from a flaming attack, it suffers extra damage equal to the critical's severity rating.

FOREST SPIRIT ADVENTURE SEEDS

Off the Beaten Path: After several cargoes never arrive at their destination, a desperate merchant pays the PCs handsomely to make sure that the latest load makes it through the forest. However, this route takes them through a village where the locals have been paid by a rival to direct all competing traffic through a lonely grove they know to be inhabited by dryads. If the PCs escape the dryads, they'll be able to unravel the conspiracy—but the competitors won't go quietly.

Wood Woes: A group of dwarfs and humans have set up a joint venture, hoping to make a handsome profit logging a remote wildwood. However, the foresters are cutting down trees within a domain inhabited by forest spirits. Individuals have begun to go missing, and the dwarfs are blaming treachery among the men. The dwarfs are convinced that the humans want to keep the profits to themselves and are murdering the dwarfs. When the PCs enter the scene, can they persuade the vengeful dwarfs that the disappearances are being caused by the forest spirits?

Sage Advice: A wood elf acquaintance of the PCs faces expulsion from his kinband for a crime he didn't commit. The elders of the kinband won't listen to his side of the story, but he believes that a wise and ancient treeman rumoured to exist deep in the forest may be able to persuade them to see the truth. He asks the PCs to help him find the treeman, but, when the wood elf's rivals imprison him, it is up to the PCs alone to seek justice from the ancient giant.

GIANTS & TROLLS

Giants and trolls are large, powerful creatures with tremendous strength and a fondness for eating. Although physically impressive, both giants and trolls are also incredibly dim-witted and possess very short attention spans. Even in the midst of a heated battle, a troll or giant might suddenly lose interest in combat and stop for a snack or swat at one of its allies (and a swat from a giant or a troll is usually more than enough to send most creatures flying several metres).

Both giants and trolls are humanoid, but giants more closely resemble humans. At first glance, most giants look much like a towering, bald-headed man with long, gangly limbs and a large round

belly. Most giants stand at three to four times the height of a man, and some are even taller. Trolls are not the same height as giants but are still large enough to tower over the largest orc. Many trolls have thick hides and a slightly hunched posture. In fact, most trolls have many features that make them resemble goblins: their ears are long, their noses are quite large, and they have small, beady eyes. But despite these common traits, trolls can vary greatly – from the thick rock-like hides of stone trolls to the webbed claws and slimy skin of river trolls. Trolls have incredible regenerative powers as well, quickly healing wounds not caused by fire.

It is not uncommon for a giant or troll to join the ranks of an orc warband and march to battle as an ally of the greenskins. Giants and trolls are not interested in conquest, but they will rarely pass up the chance to smash whole regiments of enemy soldiers for a meal.

Although foul and ponderously stupid, giants and trolls are deadly adversaries that can crush a man with one swing of a fist. Both creatures often snap the limbs off of towering trees and use them as improvised clubs. This not only extends the reach of their terrible blows but also allows them to sweep aside a dozen men with a single swing. The sight of a rampaging giant or troll on the battlefield is enough to unnerve even hardened veterans.

USING GIANTS & TROLLS

Little more than barbaric creatures, giants and trolls rarely enjoy anything but the most basic living conditions. If anything, they furnish their dwellings with the half-eaten bones and rusting equipment of hapless victims. Giants prefer rugged highlands, and stone trolls lurk in dark, mountainside caves. Both hunt wildlife, live-



stock, or wandering adventurers for food. River trolls usually dwell in rank bogs and swamps, but at times seek shelter beneath a bridge, attacking those that seek to cross their domain.

When pitting players against a giant or a troll, the Game Master is upping the stakes in an encounter. Huge enemies such as these can make excellent dramatic battles suitable for the climax of an adventure. When introducing one of these titanic terrors, play up the drama and the suspense. Make the ground shake with each lumbering footstep as the monster draws near. Have the creature approach through a dense forest of shaking treetops. Perhaps the giant or troll bellows a warning by blasting the players with its hot, reeking breath. The mere appearance of an enemy as large as a giant or troll should be as memorable as the fight that will follow.

In battle, giants and trolls are incredibly destructive. Even a missed attack from one of these creatures will likely destroy something—a tree, a cottage, some unfortunate animal, a non-player soldier, or whatever else is around. In fact, a clever GM might want to design the encounter so that it takes place in an environment where the giant or troll can make a real mess of things just to emphasise how much havoc these lumbering monsters can wreak.

One last point to keep in mind is that trolls and giants are very stupid. They are like infants and become easily distracted even in the midst of a heated battle. Because they love to eat, the chance to snatch up a tasty morsel might cause a giant or a troll to stop fighting for a moment. These creatures also have a difficult time telling friends from foes and are likely to occasionally attack an ally rather than an adversary. It is fine to inject a bit of humour with these creatures; a little nervous laughter from the players will not break up the scene. Just remember to quickly re-establish how monstrous and deadly the huge antagonist truly is.

GIANT ☠☠☠☠☠

Huge, lumbering humanoids standing taller than a two-story house, giants are a terrifying sight to behold. A giant's strength is so great that, with a single blow, it can kill several men at once. It is perhaps fortunate that giants are stupid and lack ambition, for they are usually content to keep to themselves and spend all of their time feeding their enormous appetites.

Giants wear crude clothing made from stitched-together furs and often carry a barrel, a crate, or some other container in which to store a snack for later on (usually some unfortunate animal or peasant) or whatever shiny odds and ends pique their interest. In battle, giants stomp and smash their enemies, and their great size gives them a long reach which they can extend by wielding improvised clubs made from the limbs of large trees.

Reach: A giant may use *Melee Attack* actions against targets it is not engaged with at close range.

Terrifying: Giants cause Terror 2.

Watch Out! After a giant is defeated, all characters engaged with it must roll one ♦ challenge die. Any character that rolls ✕ is crushed by the giant as it falls to the ground and suffers one wound. A character rolling ☆ is crushed more severely, suffering a critical wound.

RIVER TROLL ☠☠☠☠

River trolls are truly foul and monstrous beasts. They stand roughly twice the height of an orc but are wider and even more heavily-muscled. A river troll's hide is coated in a thick, stinking slime that reeks of the rot and decay at the bottom of a filthy river. Like other trolls, river trolls are dim-witted, irritable, and pose just as much of a threat to their allies as to their enemies.

River trolls have great clawed hands and can make devastating raking attacks. Like giants, river trolls prefer to snap the branches from trees and bludgeon their enemies with these improvised clubs. River trolls can also vomit forth a noxious, sizzling stream of stomach acid that burns away an enemy's weapons and armour. Like all trolls, river trolls heal with incredible speed, regenerating in a matter of moments any wound not caused by fire.

Regeneration: During its End of Turn Phase, a river troll recovers one normal wound. Regeneration does not work during a round in which it was harmed by fire.

Frightening: River trolls cause Fear 2.

STONE TROLL ☠☠☠☠

Stone trolls possess many of the same attributes as their river cousins. They are large and strong, and they have remarkable regenerative powers. Stone trolls can vomit their stomach acid in combat, and tend to wield large tree branches to strike many enemies at once. Where stone trolls differ from others of their kind is in their incredibly thick and durable hides. So hardy and impervious is the grey-coloured hide of this troll that most weapons and magical spells deflect harmlessly off of it. It is from this hide and the peculiar habit of eating rocks that the stone troll gets its name.

Magic Resistance: *Spell* actions targeting a stone troll gain ♦.

Regeneration: During its End of Turn Phase, a stone troll recovers one normal wound. Regeneration does not work during a round in which it was harmed by fire.

Frightening: Stone trolls cause Fear 2.

GIANT & TROLL ADVENTURE SEEDS

Big Game: Boss Sharptoof, an ambitious orc warboss, is intent on adding a giant to his small but determined warband. When Empire scouts that have been tracking the orc and his unruly warriors realise what Sharptoof is attempting to do, they know they must prevent his scheme at all costs. The characters are hired to hunt down and kill the same giant Boss Sharptoof is trying to recruit, but they will have to fend off the belligerent orcs and goblins while they are at it.

The River's Rage: It rained heavily this week, and the road-weary heroes take shelter in the riverside town of Fulstadt. When they awaken the next morning, the river has overrun its banks and flooded the town. To make matters worse, a gang of river trolls begin to raid the town, determined to make an easy meal of the trapped residents. The party is the town's only line of defence against the marauding river trolls and the waters that are rising by the hour.

What's Mine is Mine: Morgrim Mordrinsson is determined to reclaim his clan's ancestral gromril mine, abandoned long ago in the Time of Woes. Hiring the party on as added security, he leads an expedition into the mines, which are now infested with stone trolls that have developed a taste for gromril.

GREENSKINS

Greenskins are among the most dangerous denizens of the Old World. Once an orc's blood is up, it will not stop until either it or its enemy lies dead, and a goblin mob can overwhelm even the strongest warrior. Unfortunately, greenskins are common throughout the Old World. The highlands are riddled with subterranean tribes of orcs and goblins, and the forests are home to nomadic green-skin warbands. Throughout the Empire, patrols and watchtowers along the borders must be on constant alert, and roadwardens must remain ever vigilant along the forest roads to protect the Emperor's people from the green-skinned scourge.

THE GOBLINOID TRIBES

Tribes of orcs and goblins are usually led by the biggest, meanest individual. Might is always right in greenskin society, and the larger greenskins bully (and sometimes eat) the smaller ones. Infamous tribes are the Ironclaw Orcs, the goblins of the Broken Nose, and the Red Fang greenskins. They decorate their weapons, armour, and skin with the patterns of their respective tribes.

Most greenskins fight on foot, but orcs sometimes ride huge boars into battle. Goblins often ride giant wolves or giant spiders. The mountain tribes include trolls and sometimes giants among their number.

Greenskin tribes are often at war with each other. However, a powerful warlord sometimes unites the tribes by eradicating all his rivals. When greenskins congregate, they are maddened by a strange mania inspired by their gods, Gork and Mork. When the power of the WAAAGH! infects them, bloodlust spreads like wildfire, and such a horde can wreak havoc. The Imperial province of Solland, for example, was obliterated by the WAAAGH! of Gorbak Ironclaw 800 years ago.

The a kho ses la dead O a e shad t ed the into grotesque pincushions. From the forest's edge, a scrawny green-skinned fiend aimed its shortbow, ready to fire another arrow at one of the soldiers who encircled the terrified merchants. A large green fist smashed the goblin to the ground.

"Mine!" growled Bozguz. The orc stomped from the tree-cover, choppa in hand, while grinning at the soldier. Two chops later, the man lay ruined in the dirt. The orc licked the warm gore spattering his cheek. The murder thrilled him. As the rest of his warband poured from the trees, Bozguz laid into the knot of remaining soldiers. Halberds ripped at his green hide, but Bozguz snorted with derision and hacked about in fury. An armoured dwarf stepped into the slaughter, raising his axe in challenge. Bozguz roared with his choppa poised to strike.

A gauntlet knocked Bozguz's brains out from behind. A mountain of dark green muscle, bound in iron, towered over Bozguz's prostrate form. A hobnailed boot crushed his skull as though it were paper.

"Mine!" growled the black orc, baring its fangs at the surprised dwarf...





An encounter with greenskins usually ends in violence. Orcs and black orcs prefer to get into combat as quickly as possible, hacking down anyone, friend or foe, who interrupts their killing spree. Goblins are snivelling cowards, but, if pressed to fight, will attack in numbers. They prefer to fight from a distance with shortbows and preferably with the advantage of surprise. In close combat, goblins try to hide behind their larger cousins and jab at the enemy with long spears. Snotlings are too stupid to do anything but copy the bigger greenskins, whether fighting or running away.

Whereas orcs hack and slash until all their foes lie dead, goblins prefer to capture their enemies so that they can have some fun with a rusty blade after the fight. Sometimes, orc bosses order their 'boyz' to spare opponents so that they can sacrifice or humiliate them before the filth-encrusted idols of Gork and Mork back at camp. Cunning captives may be able to exploit the greenskins' quarrelsome nature and escape amidst the bitter infighting.

USING GREENSKINS

Greenskins live to fight. It is this endless lust for battle that is perhaps their only weakness, as neighbouring tribes expend much of their strength waging war against each other, unless a dominant leader, called a warboss, arises to unite them. The gathering of greenskins for war is known as a WAAAGH! During such times, greenskins are at their most dangerous, congregating in ever growing numbers as more tribes flock to the warboss's banner.

When not scrapping amongst themselves, greenskin tribes raid nearby settlements, ambush merchant caravans that stray too close to their territory, or attack strongholds that guard the Empire's borders. They care little for the repercussions of their actions, so hardly ever bother to hide their trail. Greenskins can be fierce and savage but goblins and snotlings in particular are quickly frightened and likely to flee when the tide turns. Orcs are brutal, direct, and relish smashing foes in combat. While goblins are cunning, snotlings and orcs are notoriously dense.

BLACK ORCS ☠☠☠☠

The biggest, strongest, and meanest of the greenskins are known as black orcs. They earn this name partly on account of their dark green skin but also because of their dour, grim demeanour. These hulking figures of rippling muscle are taller than most men, despite their hunched shoulders. Their red eyes smoulder angrily, and their fanged maws are set in a permanent scowl. Their fists can easily crush a man's skull.

Black orcs are always better-equipped than lesser greenskins by stealing the best pickings from the aftermath of carnage or bullying orcs and goblins to offer tribute. They go to battle clad in heavy iron plates painted with tribal patterns, wear iron gauntlets, and stomp in steel-toed boots. Their helmets are horned with the tusks of monsters they have slain with their bare hands and are sometimes enclosed by a steel mask bearing the likeness of their cruel gods. They wield huge blades or maces that can kill a man with one blow.

These monstrous greenskins regard all other races and even other greenskins with complete contempt. Black orcs devote themselves to the practice of war and are disciplined fighters—a dangerous trait in a greenskin. They assume what passes for leadership among other orcs and goblins, and a single growl or flash of annoyance is often enough to make a bickering warband fall in line.

Stomp Da' Stunties: Orcs hate dwarfs and gain ☐ on all *Melee Attacks* made against dwarf targets.

We Iz Bigga! Black orcs have Weapon Skill and Resilience trained. While a black orc is critically wounded, its *Melee Attacks* inflict +1 damage.

GOBLINS ☠☠

Goblins are scrawny creatures, standing between three to four feet high. They have large, pointed ears and noses and long, slender fingers perfectly adapted to pilfering what does not belong to them. Behind their cruel eyes and mocking toothy grins lies a malevolent spirit and ruthless desire for self-preservation that feeds their selfish and backstabbing nature. Goblins rely on their keen cunning to survive. Like all greenskins, they are not renowned for their intellect, but their wits far outstrip those of the orcs.

Goblins are cowardly creatures and will run away from enemies they do not outnumber. Even then, they would far sooner shoot their foe from a distance, preferably from behind! They wear little armour, often looted scraps, though many carry a crude wooden shield to hide behind. Their preferred weapons are short bows and spears—anything with a long reach. Goblins are rarely found alone, preferring safety in numbers.

Skittish: If greenskins do not outnumber enemies in an engagement, goblins gain ■ to all actions.

ORCS ☠☠☠☠

The biggest and meanest of the greenskins, orcs are natural-born warriors. They vary in size. The smallest are no larger than a man, whilst the largest black orcs nearly rival the size and bulk of an ogre. Orcs have hulking bodies, far broader than those of humans, with long, heavily-muscled arms, and they walk with an ape-like stoop.

Many orcs wield massive weapons called choppos that can split an enemy in half. Some wear battered helmets or scraps of armour cobbled together from pieces pillaged from enemy corpses, or use crude shields decorated with the body parts of those they have slain. Orcs congregate in large mobs of "da boyz." Rival groups of boyz are bitterly antagonistic and brawls frequently erupt. When not fighting the enemy or each other, orcs boss around and beat up their smaller cousins for entertainment.

Stomp Da' Stunties: Orcs hate dwarfs and gain ☐ on all *Melee Attacks* made against dwarf targets.

SNOTLINGS ☠

The smallest and weakest of the greenskins, snotlings barely reach a couple of feet in height. Frail in comparison to other greenskins, snotlings are no less vicious, and can overwhelm an unprepared enemy with sheer numbers, biting and scratching or stabbing with improvised weapons such as sharpened sticks.

They wear only filthy loincloths. Snotlings are usually found in large numbers, bossed around and bullied by the larger orcs and goblins. They are stupid creatures, even by greenskin standards, but have an animalistic cunning, and their instinctive curiosity often gets the better of them. They love to steal scraps of equipment and hoard them in their dens.

Skittish: If greenskins do not outnumber enemies in an engagement, snotlings gain ■ to all actions.

HIGH ELVES

Hailing from the distant lands of Ulthuan, high elves, or the Asur, as they call themselves, have become a growing presence in the Empire. The Phoenix King regularly sends political envoys to the Old World to secure their alliance with the Emperor. While high elves aren't exactly commonplace outside of Reikland, they are known to explore the ancient landmarks that can sometimes be found throughout the Old World—many millennia ago the elves of Ulthuan had several colonies there, since reduced to sad ruins. Yet high elves are still met with curiosity and suspicion from the common folk.

High elves are graceful, elegant people, their physical appearance reflecting their innate abilities. Their dark eyes reflect their eternal wisdom, and their assured composure helps them to sway most arguments in their favour. They also have a deep knowledge of magic. Although they were instrumental in the defeat of the hordes of the Dark Gods during the Great War Against Chaos by sharing their knowledge and creating the Colleges of Magic, many Empire folk continue to distrust them and their magical ways.

Most high elves encountered in the Empire are usually envoys or other individuals sent there on a mission from the Phoenix King. However, some are simply curious individuals, looking to widen their horizons of the world, or searching for forgotten knowledge or ancient elf artefacts to take with them back to Ulthuan.

SPECIAL RULES FOR HIGH ELF NPCs

High Elf NPC Profile: For a quick High Elf NPC, take any one of the generic NPC profiles and modify it as follows: +1 Agility, +1 Intelligence, +1 Cunning die to its A/C/E budget.

Erudite: High elf NPCs possess the Education skill.

Composure: High elf NPCs may be assigned a Focus talent card. For each group of similar high elf NPCs, choose a Focus talent. The talent can be used by any high elf NPC in the encounter.

Night Vision: Two fewer misfortune ■■ dice are added to a high elf NPC's dice pool for any effects from darkness or lack of sufficient light.

Valour of Ages: When facing their fallen kin the dark elves, high elf NPCs gain □□ to Discipline and Resilience checks.

HUMANS, REIKLANDER

Of all the provinces of the Empire, the most notable is Reikland—home to the Emperor, the prestigious University of Altdorf, and the famous Colleges of Magic. As a result, the people of Reikland tend to be more advanced in terms of education and wealth when compared to the people of the other provinces. However, even the forests of Reikland and the bordering Grey Mountains harbour hostile enemies, and for many Reiklanders every day is a struggle. This has moulded Reiklanders into a capable people who continue to drive the Empire forward.

Reiklanders are stalwart individuals, standing strong against opposition while setting their sights on the future. They are generally more accepting of other peoples, since Altdorf is such a melting pot of different people and cultures.

SQUIG ☠☠☠

Where there are goblins—particularly night goblins—there are often squig. These oddities are a gnashing, frothing appetite just looking for something to chomp. Part fungus, part flesh, it's hard to know what to make of a squig and its ball-shaped body. Some goblins are daring (or foolish?) enough to hunt squig and herd them to unleash their savage hunter in battle. The most reckless (or dim-witted?) of these squig hunters will even ride squigs into battle!

Squigs resemble nothing so much as an enormous toothy maw on legs. The stubby tail, the beady eyes, and the warty red skin are all minor details—the important thing is the mouth. And the teeth. Especially the teeth.

Bouncin' Ball o' Death: If a squig performs a move manoeuvre during its turn, it receives +2 defence until its next action.

GREENSKIN ADVENTURE SEEDS

We Iz Da Best! Rather than settle their differences with their fists, two rival orc warbands have hit upon a 'cleevva idea.' "Da boyz hoo wreckz da most 'umie townz iz da best!" Caught in the middle are the adventurers. They cannot fight two warbands at once, so they have to work out a way to get the rivals fighting each other again.

Like Wolves on the Fold: Goblin raiders are slipping past the mountain patrols to lay waste to nearby farms and settlements. The adventurers must discover how the goblins are bypassing the defences and then put a stop to their terror.

Death in Black: A black orc warlord has defeated all his rivals and united the greenskin tribes. The adventurers must somehow assassinate him before he can inspire the tribes to rampage in a devastating WAAAGH! If their leader is slain, the tribes will once more revert to fighting each other. But that's a pretty big "if..."

While much good can be said about Reiklanders, not all of them devote themselves to the noblest of causes. Some grow tired of the daily grind and turn to a more unscrupulous life of theft and violence, and a dangerous minority secretly flirt with the powers of Chaos in the shadows. These individuals make formidable foes for anyone that stands in their way.

SPECIAL RULES FOR REIKLANDER NPCs

Adaptable: When running an encounter with Reiklander NPCs, the GM can either increase their Aggression and Cunning by 1, or increase their Expertise by 1.

Favoured by Fate: Once per session, a Reiklander NPC can add ☐ ☐ to any single check.

NON-PLAYER CHARACTERS

The Old World is populated with a diverse assortment of people from many walks of life. From humble farmers and lowly rat catchers to wealthy merchants and privileged nobles, the Empire and beyond presents a rich tapestry of civilisation. While not all adventurers may encounter Dragon Ogre Shaggoths or Dark Elf Assassins, they are almost sure to encounter other people.

Villages are populated with any number of townsfolk—millers, smiths, bailiffs, agitators, burgomeisters, craftsmen, and many more. Large bustling cities like Altdorf and Nuln likely house as broad an assortment of people across every imaginable social tier or profession as a citizen would find anywhere. The NPCs listed and described below are based on the typical Empire human citizen. The GM can easily customise these profiles to represent an even wider cast of characters by applying a racial template to the NPC profile. Dwarfs are listed on page 31, High Elves on page 38, and Wood Elves on page 50.

The majority of humans in the Empire try to keep their heads down and stay out of trouble. They are interested only in protecting their families, their homes, and their possessions. These form the backbone of the Empire – the nobles who govern, the merchants who bring prosperity, the hardworking townsfolk whose trade and craftsmanship is the lifeblood of the towns and cities, and the indomitable peasants whose toil feeds the nation.

Brave soldiers guard the borders from the Empire's many enemies, and patrol the city streets to maintain order within, while priests guard the people's souls against corruption, and the wizards of the Colleges of Magic utilise their powers against Chaos. Of course, there are always those who serve themselves first before society, and the disparity of wealth between rich and poor ensures that an underclass of thieves, robbers, murderers, and other scum thrives throughout the Empire.

BASIC NPCs

The Old World is filled with normal people simply trying to put food on their tables and keep roofs over their heads. For some, this consists of a bowl of gruel in a straw and mud hut and for others, roasted meat in a fine stone hall. These folk are not blessed with specialised training or skills, but when they are pushed or threatened, there is no force in existence that can shape the world like large numbers of ordinary people.



They dwell in humble farms, rustic villages, palatial manors, rain-soaked army camps, and in every corner of large cities. But regardless of whether they are found in a well-appointed inn or in the dark alley behind a gambling den, people share the same tendencies: to stay where they are comfortable and to resist anything that puts their livelihoods at risk.

While Basic NPCs are almost defined by their lack of specialised training or abilities, this does not mean they are lacking in personality. On the contrary, if the farmer's wife feels she has been betrayed, she may be every bit as vengeful as a daemon. A simple soldier can be as compassionate over a wounded innocent as a priestess of Shallya. Despite their mundane natures, ordinary people are endless in their variety and potential.

Depending on his station in life, a Basic NPC may have access to very little in the way of possessions or he may have access to considerable resources. Note, however, that just because he might have access to weapons or equipment does not mean he is well-versed in the use of those items.

SPECIAL BASIC NPC RULES

In general, a Basic NPC has no special rules governing his actions. If a particular NPC requires special rules, the GM may consider treating him as an Expert NPC.

NOBLE ☠

The nobility represents that fortunate privileged few who, by nature of their birth, have been given every opportunity to excel in life. Not everyone born into such circumstances takes advantage of this situation, however. There are some who, despite their title, remain unremarkable in their abilities.

Nobles are more likely to possess equipment of high quality (though a few might only possess their title and little else), and may command a retinue of servants to act upon their slightest whim. Their station in life grants them a degree of authority to wield or abuse as they see fit, within reason, of course - Imperial law can only be bent so much before there are repercussions.

RUFFIAN ☠☠

These are the brigands and thieves of the Old World, individuals who have turned to a life of lawlessness. There isn't much that is held sacred by ruffians, and they will usually resort to whatever means necessary to make their way through life, which can often include theft and murder. Their rough lives have turned them into hardened criminals, making them formidable foes. Ruffians are commonly tough, ruthless, and unforgiving.

SOLDIERS ☠☠

These basic NPCs are not elite veterans. They are the poor bloody infantry, who have had a weapon thrust into their hand and been told to guard this spot, watch these prisoners, or kill those enemy soldiers.

More often than not, a basic soldier will do his job, sometimes even to the best of his ability. Disobedience or failure to carry out one's duty often carries severe penalties. They are usually fairly well armed and often do carry a degree of authority. There are plenty of soldiers who are more than willing to abuse their position and indulge in extortion or accept bribes to turn a blind eye to the schemes of those who are willing to pay.

TOWNSFOLK ☠

These are the normal citizens who dwell in every tiny hamlet and every sprawling city. They have little in the way of belongings and are typically limited to simple tools such as pitchforks, shovels, and hatchets, or whatever instruments they need for their livelihood.

Among townsfolk there tends to be a sense of community. No matter how kind or cruel an individual may be, each possesses, to some degree, a loyalty to his home. This is often what motivates these NPCs to take action beyond mere self-interest. It is when they feel that their families, homes, or neighbourhoods are at risk that townsfolk typically come together to take action - sometimes as a blind mob seeking retribution, sometimes as a righteous gathering seeking justice.

EXPERT NPCs

The air of confidence can be felt as soon as they walk into a room. An Expert NPC stands apart from his fellows thanks to his talents and his dedication. Perhaps it is due to natural ability or perhaps it is the result of years of practise, but these individuals are able to achieve feats well beyond the limitations of the ordinary person.

Expert NPCs run the gamut from talented artisans and craftsmen to wizards, priests, and highly trained warriors. Most NPCs who practise one of the careers available to players should be treated as an Expert. It is unlikely such talented individuals will simply be happened upon randomly. More often, they are found in the shop they own, the school in which they teach, or a fortress belonging to them or their employer. Depending on the type of Expert, they may be difficult to find at all.

Unlike Basic NPCs, Experts have the resources (such as funds, equipment, or connections) to put themselves and their livelihoods at risk if they become so motivated. They are not as likely to be bullied by threats nor as susceptible to bribes. Like Basic NPCs, however, the variety of personalities to be found among Expert NPCs is limitless. If anything, their talents allow them to be even more varied in their temperaments.

Although each Expert NPC is unique, it is highly unusual for one to contribute his talents to a cause without some motivation, which might be simple payment, personal revenge, or religious dictates. That being said, they did not become experts in their fields by not doing what they do best. If the price is right and nothing seems suspicious, Experts will usually take the job before someone less-qualified does.

Although being an Expert NPC does not necessarily indicate a degree of wealth, it is almost certain that an Expert will possess high-quality tools to be used when practising his particular area of expertise.

If PCs find themselves at odds with an Expert NPC they will likely find him a considerable challenge with a wealth of resources.

SPECIAL EXPERT NPC RULES

When using Expert NPCs, GMs should feel free to grant them action cards, talents, or other resources as appropriate to the Expert's role in the game.



MERCHANTS ☠

These are the drivers of economy, bartering their goods wherever they go. While they might be tradesmen themselves, most merchants deal in the goods of others, serving as middlemen and negotiators. They can be ruthless bargainers and may sometimes resort to unsavoury methods when trying to make a profit. It has been known for a few merchants to turn to dealing in dark and forbidden artefacts when the money is right.

PRIESTS ☠

These individuals have dedicated their lives to worshipping one of the great gods of the Empire's pantheon. While the exact nature of their religious devotion depends on the god they have chosen to exalt, most priests place the demands of their faith ahead of all other priorities.

While a priest of Shallya may offer services freely to any who have true need, some priests will ask for something in the way of payment or service before rendering aid. The exact nature of such an offering depends on the demands of the priest's particular god.

The Empire takes religious beliefs very seriously, and crossing or attacking a priest is not tolerated.

SPECIALISTS ☠

A specialist is an Expert NPC who has mastered a particular art or skill. In the pursuit of every endeavour, there are some people who excel. Even amongst thieves and murderers, there are those who do it so well that they garner a certain degree of respect – or notoriety.

But no matter what manner of person the specialist is, no matter what motivates him to action, no matter what his area of expertise is, it is hard to deny the skill that such a person possesses.

WIZARDS ☠☠

The abilities possessed by these masters of the arcane make them highly valuable resources. The nature and abilities of wizards vary greatly depending on which Wind of Magic they have chosen to study, but there is often an easily perceptible link between their school of wizardry and their personality.

While in general, wizards who practise the Arcane arts as prescribed by the Colleges of Magic in the Empire are given their due respect (often mixed with fear), a definite bias against magic exists. More extreme witch hunters view any trafficking with the fabric of Chaos as being an accomplice to the Ruinous Powers. This being the case, wizards tend to exercise a little more caution than priests.

Wizards have their own unique motivations that may lend themselves to helping others – or that may not. The price a wizard may ask of someone for assistance can be virtually anything. Those in need may be asked to go on quests, to overcome a challenge, to make a solemn vow, and so on. In a pinch, the exchange of gold is also fairly common.



NPC ADVENTURE SEEDS

Fear of Heights: The city's watchman has a fear of heights, so he usually does not check the upper battlements during his nightly patrol. A larcenous merchant takes advantage of this by conducting his business at midnight, high upon the walls overlooking the city. Only when the adventurers report this activity to the watchman does he have to choose whether to face his fear or let a group of vigilantes do his job.

Incriminating Evidence: The adventurers discover a mysterious artefact while exploring a cave rumoured to harbour a great treasure. They bring it to the nearest town, hoping to sell it for a tidy profit. However, a noble, secretly aligned to Chaos, wants the artefact for himself. When he learns that the PCs have it, he spreads the rumour that they are Chaos worshippers, and a mob of angry townsfolk soon surrounds the PCs. They must try to prove their innocence and implicate the corrupt noble.

Dark Deeds: A determined witch hunter is hunting a rogue Amethyst wizard's apprentice who has been accused of dealing in necromancy. However, it is the apprentice's master who is the real necromancer – he has accused his apprentice to hide his own deeds when the witch hunter comes sniffing round. The apprentice seeks the help of the adventurers to expose his master in his secret lair, but they must elude the witch hunter in the process.

SKAVEN

Beneath the lands of men and even the underways of dwarfs, the world's greatest and most populous realm stretches to the furthest reaches of charted lands. It is a violent hurly-burly of activity, and its inhabitants are foremost in the world for industry and ambition. It is an empire with great armies comprised of savage warriors and deadly technological marvels poised to strike their enemies. But the greatest weapon in its arsenal is that it is largely unknown, that surface dwellers are ignorant as to the extent of the threat beneath them. This is skavendom, the mighty Under-Empire of the ratmen.

With all the advantages at their disposal, the skaven could surely sweep all before them if it weren't for their greatest enemy—their own nature. As individuals, skaven are selfish, venal, and dishonourable. They are arrogant to the point of megalomania when confident of success, but wanton cowards in the face of defeat. They shamelessly abase themselves in the presence of power yet take sadistic delight in tormenting those weaker than themselves.

SKAVEN SOCIETY

If individual skaven are vicious, their institutions are much worse. Cooperation is not something that comes naturally to skaven, and their society and industries rely on the labour of slaves. Loyalty does not come naturally to skaven either, but their culture is organised into clans that provide their members with some sense of tribal identity and practical security. Each clan is ruled by a warlord with help from advisors and toadies.

The warlord controls the assets needed to propagate the clan: slaves (usually other skaven captured from rival clans during territorial disputes, but sometimes members of surface races who have been captured on raids), warriors (and any Moulder-bred war-

beasts or Clan Skryre weaponry the clan can afford or otherwise acquire), brood mothers (great, bloated skaven, far larger than the males and naturally indolent, kept sequestered away by the warlord and his cronies to produce litter upon litter of offspring), territory (a corner of the Under-Empire conducive to excavating warrens), and wealth (gold is of little use to skaven—they regard warpstone as precious and desirable).

There are many such warlord clans, each jostling for power with the others. Weak clans are regularly wiped out or enslaved by stronger ones, whilst new clans are often created as a result of schisms within larger clans. Two of the warlord clans, Clan Rictus and Clan Mors, have won much influence, territory, and wealth for themselves.

THE GREATER CLANS

Most warlords regard the successes of Rictus and Mors with envious eyes, but even these most powerful of warlord clans only aspire to the authority of the four greater clans: Eshin, Moulder, Pestilens, and Skryre. The greater clans have managed to secure a special position within skaven society by providing important services to the warlord clans and skavendom as a whole.

Clan Eshin have journeyed to the Far East of the known world. Observing the martial arts and ways of stealth practised by the inhabitants in these regions, they have developed their own traditions of scouting, stealth, and murder.

Clan Moulder reside in Hell Pit, a cavernous lair far to the north. They capture and train many warped beasts and have developed their own fighting creatures using a mixture of warpstone, surgical grafting, and selective breeding.

Clan Pestilens disappeared to the west in the earliest days of skaven history. In the jungles of Lustria, they learned to control the tropical plagues that threatened to wipe them out. Now they employ contagious brews and virulent vectors as tools of war.

Clan Skryre are also known as the warlock engineers. They construct the war machines and technological marvels of the Under-Empire, employing warpstone as an effective, if unstable, source of power for their contraptions.

By trading upon their specialisations, the great clans have become massively wealthy and command forces mightier than those of any warlord clan.

THE HORNED RAT & HIS CHOSEN REPRESENTATIVES

With their rivalries, it's a surprise that skaven find anything by way of common cause, but there is something all skaven purport to agree on—they are the children of the Horned Rat. This malignant deity features prominently in the lore and history of the skaven. It is said that he has taken a guiding hand in bringing his children from humble and powerless origins and that he promises them a glorious future when they will erupt from their lairs and raze the civilisations of the surface world to the ground, making slaves of everyone they don't murder in the process. This vision of the future is known to the skaven as the Great Ascendancy, and they fervently wish to bear witness to such a time.

Skaven legends state that the Horned Rat has intervened directly in their history on occasion, but mostly his teachings and commandments are passed on by the grey seers, a powerful religious caste of sorcerers. The grey seers are the chosen ones of the Horned Rat—marked from birth as his disciples by their pale fur and horned heads. The grey seers form their own power structure and clan, which is not beholden to any clan. They can be found throughout the Under-Empire, presiding at temples of the Horned Rat in larger skaven lairs or preaching from great wheeled altars bearing great brass peelers known as screaming bells.

THE LORDS OF DECAY

Grey seers are the ultimate spiritual authority within skaven society and wield great power. However, the ultimate decision makers and rulers of the Under-Empire are a shadowy cabal of the most powerful skaven leaders. They are known as the Lords of Decay, and they make up the Council of Thirteen.

The council chambers are based in the dread city of Skavenblight, the oldest and largest of all skaven strongholds. At the centre of the city, in the great temple of the Horned Rat, is set a thirteen-sided pillar of pure warpstone known as the Black Pillar of Commandments, each side covered in thirteen verses of glowing runic script.

The pillar is a sacred object to the skaven, but they fear it, for to touch it is almost certain death. However, it is also a route to power, for a minority of those that touch the pillar are spared. These chosen few have earned the right to sit on the council, provided they are able to create a seat for themselves by ousting one of the current incumbents. Skaven legend tells that the Horned Rat himself left the pillar in the temple as a way of bringing civil war between the clans to an end.

Those who sit on the council are tremendously powerful and wicked individuals, each of whom has unleashed untold miseries upon the races of the surface world. Through consumption of warpstone, arcane enchantments, surgical enhancements, and the will of the Horned Rat, each member of the council has lived for centuries, having seen off all challenges to their position. There are only twelve members of the council—the thirteenth place is left in honour of the Horned Rat. A strict pecking order is in place. The first seat is equal in power to the twelfth seat but greater in power to the second seat, which is equal in power to the eleventh seat ... and so on until the sixth and seventh seats, which are the weakest positions on the council. A Lord of Decay can propose plans as he wishes, but his proposals may be vetoed by any other member of the council on a seat equal to or more important than his own.

In practice this means that proposals rarely get passed. The Lords of Decay are as prone to distrust and dishonour as any skaven. Each member of the council loudly proclaims his desire to bring about the Great Ascendancy as soon as possible, but, in actual fact, they have their own terms for doing so. They seek to undermine each other at any opportunity, and true alliances between them are only formed in order to cover their backs or eliminate a rival.

For the time being, this bickering persists, and the skaven are prevented from hatching their plots due mainly to their own intriguing and infighting.

...time. The tales aren't only true but don't go far enough in describing the full force of our foes. Why then do we not lend our voice to those who claim their existence is real—why do we not set the record straight? We are the Grey Order—it's not as if we'd be ignored. There are three reasons...

The first is that our enemy, whilst powerful, is disorganised and fractious. If the people of the Empire were to proclaim their existence, it might provoke a reaction against which we would be powerless to resist. Let the skaven think they are secrets to us and squabble in their warrens.

The second reason is not to spread panic and fear. When the citizens of the Empire are scared or despairing they make unwitting tools for powers far more sinister than even the ratmen.

The third is something we're not yet clear on, a mind fogging enchantment of great power but uncertain origin. It is apparent to us that sometimes even the most fervent advocate of the existence of skaven, a man possessed of the knowledge of the evidence of their activity, can awake from sleeping all of a sudden convinced of the opposite view. This is a mystery—even to us. We're wary of mysteries in the Grey Order. Call us hypocrites if you like, but nothing arouses our caution and curiosity so much as something we don't understand.

– Gavius Klugge, Grey Wizard


USING SKAVEN

Though standing on two legs, few skaven are as tall as a man, but they can be vicious fighters when they need to be. They are not as skilled in battle as many of the other inhabitants of the world, and the quality of their meagre equipment is usually very poor. The real strength of the skaven, however, lies in their speed and agility, as well as in sheer weight of numbers. Wealthy and powerful clans also have access to packs of rat ogres. These massive beasts are strong enough to tear a horse in half and know little more than an overwhelming desire to kill. Rat ogres are truly terrible to behold.

The skaven are masters of cunning and stealth. They are active from the centre of Altdorf to the cities of distant Cathay. Under orders from their masters, or perhaps hired at great cost by a rival clan, gutter runners of Clan Eshin use their skills of infiltration to commit espionage or kill the enemies of the skaven (or to assassinate rival skaven). The mere presence of these specialised ratmen hints at increasing skaven activities in the area, as few clans can afford their exorbitant hiring fees and would not beholden themselves to the feared masters of Clan Eshin without good cause.

Skaven are cowardly creatures by nature, but their dubious bravery soon turns to bravado when they gain a large numerical advantage, which they often do. This confidence can be beaten out of them, however, and the fragile nature of their courage has been the downfall of many a skaven master plan. They rely on cunning and speed, preferring to ambush an enemy and stab him in the back. To this end, skaven make extensive use of short, stabbing weapons, or use spears to keep their enemies at a safe distance. At range, skaven prefer bombarding enemies with sharp stones loosed from simple, leather slings, but sometimes they use throwing stars or knives—or employ fearsome experimental weapons concocted by Clan Skryre.

SKAVEN RULES

Keen Senses: Skaven have a well-developed sense of smell. Skaven add  to Observation checks where the sense of smell provides an advantage.

CLANRATS ☠☠

The mainstay of a clan's warriors, clanrats are poorly equipped with crudely manufactured or scavenged weapons and improvised pieces of armour. A lone clanrat is rarely a threat to any but the least experienced opponent. However, in numbers, clanrats swarm over their enemies in a chattering horde, stabbing, biting, and clawing their enemies to a swift and brutal death.

CLAN ESHIN ASSASSIN ☠☠☠

The leaders of Clan Eshin keep a close eye on the performance of the gutter runners, and those who display the most talent are subjected to a gruelling training regime. Those who survive develop speed and dexterity far beyond that of a normal skaven. They are the assassins, acknowledged masters in the methods of murder. There are many weapons in the assassins' arsenal. They use blade venom, smoke bombs, throwing stars, and deadly weeping blades. They are masters of disguise, and skaven warlords are well aware that hidden agents of Clan Eshin are likely within the ranks of their own forces.


Warpstone Poison: When an assassin inflicts a critical wound, the target suffers fatigue equal to the severity of the critical wound.

Speedy Skaven: Clan Eshin assassins have the Improved Dodge action card.

A Killer, Not a Leader: Assassins do not contribute anything when determining the morale of a group of skaven.

CLAN MOULDER PACKMASTER ☠☠

Whilst very wealthy, Clan Moulder has relatively few warriors but sends packs of its mutant beasts into battle. They are goaded into battle by the packmasters, who are experts in plying the lash in order to guide the truculent beasts. It is common practice for Clan Moulder to sell both beasts and packmasters to the highest bidder, and in this way Clan Moulder packmasters can be found throughout the Under-Empire. Other clans are sometimes suspicious of this, though the desire to possess packs of specially-trained war-beasts is usually enough to overcome any qualms.

Moulder Beasts: While one or more packmaster is within close range of an allied beast or swarm, the beast or swarm gains  on all checks made against the packmaster's enemies.

CLAN PESTILENS PLAGUE MONK ☠☠☠

The plague monks are the initiates of infection and disciples of disease. They make up the lower echelons of Clan Pestilens, privy to some of the mysteries known to the Plaguelords. The plague monks are fanatically devoted to their clan and to the purpose of creating a supreme disease. With bulging eyes and foaming mouths, the frenzied plague monks would be instantly recognisable, even if it weren't for the fluid-filled blisters and bony growths that mar their mangy hides.

Disease: If playing with Disease rules, a plague monk is afflicted with at least one disease—plague monks invariably carry infections with them. This will normally be some strain of the Red Pox or Black Death but may be something else if the GM wishes. The plague monk does not suffer from the effects of the disease—though it will display the symptoms and may well pass it on to those it encounters!

CLAN SKRYRE POISON WIND GLOBADIERS ☠☠☠

Many of the rank-and-file skaven soldiers of Clan Skryre are trained in the use of their technological devices. The most common of these are the poison wind globes—spheres of glass or crystal filled with warpstone gas. The globadiers wear gear to protect them from their own weapons, should they backfire, and Clan Skryre are rich enough to equip them with heavier armour than that worn by clanrats.

Protective Gear: Globadiers wear elaborate masks, goggles, and cumbersome breathing apparatus in order to protect themselves from their own gas. Globadiers gain ■■ to Resilience checks to resist the effects of inhaled poisons, gases, or diseases.

The gear is encumbering, and globadiers must add ■ to all Strength, Toughness, and Agility checks they make.

GUTTER RUNNERS ☠☠☠

These secretive and highly-trained agents of Clan Eshin are masters in the art of stealth and deception. Gutter runners rely on surprise and stealth to kill and survive. Wearing no armour, they are shrouded in large black cloaks that all but conceal them from sight when still. Most gutter runners carry various throwing weapons and long stabbing knives, and their weapons are often coated in deadly poison.

Poison: When a gutter runner inflicts a critical wound, the target suffers fatigue equal to the severity of the critical wound.

RAT OGRES ☠☠☠☠☠

The brainchildren of the master moulders of Hell Pit, rat ogres are hybrid abominations of different creatures, melded and cross-bred to form near-unstoppable killing machines. Similar in size to the ogres they are named after, rat ogres tower over their fellow skaven, all muscle, sinew, and bloodlust.

The presence of just one of these beasts is often enough to deter even the most ambitious rival to a warlord's power. Combined with their undisputed effectiveness in battle, Clan Moulder's ingenious creations are always in high demand from skaven clans everywhere.

Terrifying: Rat ogres cause Terror 2.

Fearsome Claws: Rat ogre *Melee Attacks* have Pierce 2.

SKAVENSLAVE ☠

Most of the inhabitants of the Under-Empire are slaves. Whether they are the runts of litters, considered too weak to become warriors, or whether they are prisoners captured in raids, the slaves are on the lowest rung of the skaven hierarchy. For the most part, the slaves work, and provide manpower in the skaven industries. They are sometimes forced to fight, providing expendable troops for the skaven armies. When famine sweeps the Under-Empire, the slaves provide an emergency source of food. The leaders of the skaven occasionally promote the strongest slaves to the ranks of the clanrats—but the slaves are mostly kept in line through judicious application of the overseers' whips.

Skittish: If skaven do not outnumber enemies in an engagement, skavenslaves gain ■ to all actions.

Expendable: Do not count the deaths of skavenslaves for the purposes of calculating the morale of a group of skaven.

Desperate: Skavenslaves are often at their most dangerous when running away. A skavenslave whose morale has been broken becomes **R1** rather than **G1**.

STORMVERMIN ☠☠☠☠

In the brutal hierarchy of the Under-Empire, might often makes right, and the largest and fittest skaven can easily bully their way into positions of power. Many such Skaven have darker fur than their smaller littermates, and black fur is seen as the mark of a born killer in skavendom. These skaven often make up a military elite

called the stormvermin. The stormvermin are important assets to their warlord, who will provide them with preferential treatment to the rank-and-file clanrats (typically by ensuring that they are first-fed after battle).

They are commonly equipped with better armour than the clanrats, and they wield heavy-bladed halberds. The stormvermin are commonly employed as guards by their leaders, watching over important skaven or securing private areas of their warrens. In war, stormvermin regiments provide the warlords with crack troops, well-equipped to spearhead assaults.

Bred to Kill: Stormvermin have Weapon Skill and Resilience trained.

SKAVEN ADVENTURE SEEDS

Slave Raiders: Slaves are an important commodity to the skaven, and they always need more. They mostly select those who won't be missed, outcasts or lone travellers. Skaven sometimes attempt to abduct the inhabitants of isolated hamlets. A raiding party on the lookout for slaves includes a few gutter runner scouts and a pack-master (whose experience of goading animals is useful).

Warpstone Hunters: The other great commodity in the Under-Empire is warpstone. Should the PCs possess warpstone or remain in the vicinity of a fallen warpstone meteor, they may come across the skaven. Warpstone hunting parties often consist of a few clanrats led by a stormvermin plus a couple of wretched skavenslaves (to carry equipment and provide lunch if necessary).



The Cover-Up: The skaven wish to remain secretive. Should the party uncover any information or artefacts pertaining to the existence of skaven, they may find themselves the targets of an attack by a death squad of gutter runners or even a skaven assassin, seeking to destroy evidence and silence witnesses.

The Delegation from the Sewers: Not all humans in the Empire are ignorant of the skaven—some are their willing pawns, bribed with stolen gold. Skaven may meet with their patsies to give orders, receive information or provide rewards. Such skaven will be important individuals, and may have stormvermin, globadiers, or even rat ogres as bodyguards.

The Contagion: The skaven of Clan Pestilens constantly concoct new diseases and will often try to infect an isolated population in order to see how their contagions proceed. The PCs arrive at a village and notice that the inhabitants are showing early symptoms of an undiagnosed pestilence. If they stick around to help, they may find evidence that plague monks are nearby, observing the progress of the outbreak.

SWARMS

As the name suggests, a swarm is not one creature but a collection of many small ones that move and fight as a single entity. A seething mass of stinging insects, a ravenous horde of red-eyed vermin or a cloud of fluttering, fang-toothed bats is the stuff of nightmares. It takes a disciplined warrior to hold his ground as huge centipedes, beetles, and spiders crawl up his legs. There are few men who would not quail at the sight of a pack of onrushing rats, their mouths dribbling saliva at the prospect of a fresh meal.

Yet it is not the strength of a swarm's attacks that make it deadly. On the contrary, swarms are relatively weak in this regard; most of a swarm's bites and stings fail to penetrate even the lightest armour. Rather, swarms excel at frightening their adversaries and hindering

their attacks. Characters that fail to avoid swarms during an encounter can quickly find themselves overwhelmed as they struggle to fend off the small creatures that assail them. Swarms are also hardy adversaries that can absorb a great deal of punishment and, if scattered, can even regroup to launch a fresh assault. In truth, a swarm is rarely completely destroyed—it has most likely been dispersed to the point that it no longer poses a threat.

Encounters with swarms are not commonplace, but they can occur virtually anywhere, provided that the location supports a sufficient population of the swarm's creature type. If the characters are crossing the Great Ocean aboard a sailing vessel, an attack by a swarm of bats will strain credibility somewhat. However, bats, rats, and insects can be found all over the Empire. Any excursion into a cave or dungeon poses the risk of stumbling into a nest of bats or rats, and the deep forests are rumoured to contain huge colonies of deadly insects that will defend their territory without remorse.

Often a swarm is part of a larger group of other creatures that fight alongside it. Rats are naturally drawn to skaven nests and will follow the rat-men into battle to feed on the carcasses of the fallen. Called by the powerful will of the Vampire Counts, large bats accompany the marching armies of Sylvania, filling the sky with darkness. When the Tomb Kings of Nehekhara muster their skeletal hordes, they are often joined by masses of burrowing scarab beetles that feed on the flesh of the living.

Adventurers must take care not to underestimate the dangers posed by an onrushing swarm. Though its attacks might not be as lethal as those of other, more fearsome creatures, a swarm can turn the tide of battle by harassing and ultimately incapacitating the heroes one by one.

USING SWARMS

Swarms present unique challenges for a party of adventurers and work best when part of a mixed force. Swarms are sturdy and generally tough adversaries, but they lack hitting power. Couple them with more aggressive creatures that can dish out superior damage, and you'll have an encounter made up of adversaries that complement each other's strengths. Used in this way, swarms can really test the players' resourcefulness.

One recommended tactic is to use a swarm to lock down a character with high damage-dealing potential. An adventurer unfortunate enough to be overwhelmed by a swarm will have his hands full while the other enemies make life difficult for the rest of the party. Their high wounds and soak values make swarms difficult to get rid of, and their special actions excel at tying up and wearing down an opponent.

Fielding swarms alongside other types of enemies is good practice, but there are other reasons to take into account why swarms should rarely be encountered alone. Unlike many of the adversaries presented in this tome, swarms are not a faction unto themselves but rather a type of creature that often coexists side by side with other like-minded creatures. Rat swarms, for example, are strongly identified with the skaven, and the two share a close kinship. It is common to see the lairs of the diabolical ratmen crawling with vermin, and these packs of rats will accompany the humanoid skaven warriors, fighting at their sides. Bat swarms operate in much the same manner with the forces of the vampire counts, filling the sky in great black clouds that blot out sun and moon alike. An encounter made up solely of swarms will feel less flavourful and diverse than one in which the swarms accompany their traditional allies.



When you unleash a swarm on a group of player characters, be sure to play up the terror that accompanies the sight of a roiling mass of small creatures as they bear down on the party. Just imagine how you would feel if you were assailed by a swarm of huge insects: the many-legged terrors, most of which are far larger than their real-world counterparts, crawling under your clothing and seeking exposed skin to bite with their poisonous fangs and mandibles. As you desperately try to shake off the countless crawling horrors, panic rises in your gut, and your heart races. All the while, the sharp, pinprick stings of the swarm assail your nerves.

It is no exaggeration to say that an attack by a swarm is the stuff of nightmares, and you, as the GM, should drive this point home. In fact, if you really want to push your players' buttons and gross them out, mention that the bugs, rats or bats are trying to burrow or claw their way into a character's mouth every time he tries to breathe. Swarms are frightening and repulsive, and, if you narrate their attacks well, you'll create an encounter the players won't soon forget.

SWARM SPECIAL RULES

Overwhelming: *Melee Attacks* by swarms gain:

- The target must make a Discipline check against Fear 1.

Night Vision: Two fewer ■■ are added to a swarm's dice pool for any affects from darkness or lack of sufficient light.

Implacable Horde: Because swarms are masses of small creatures, they are immune to many game effects that would affect a humanoid. Swarms cannot be knocked prone or immobilised, and actions that force a target to move involuntarily (such as Knockback Shot) have no effect on swarms. Swarms are also unaffected by fear and terror, and they might be exempt from other conditions based on psychology at the GM's discretion. Swarms do not need to use a manoeuvre to disengage from an opponent; they are free to move away from an engagement at will. If it is unclear how an action might affect a swarm, the GM has the final say in resolving the situation.

Swarm Vulnerability: Attacks with the Blast quality or that target an entire engagement ignore a swarm's inherent soak value. The movement of non-flying swarms might be inhibited by water, fire, or other obstacles if the GM deems it appropriate.

Tiny Creatures: Swarms do not suffer the effects of critical wounds but, instead, suffer additional wounds equal to the severity rating of any critical they receive.

BAT SWARM ☠☠☠

The dark magic of the vampire counts, combined with the warping powers of Chaos, have caused the bats of Sylvania to grow abnormally large. The wings of these flying predators span to lengths half as tall as a man, and their mouths feature two large fangs that can easily puncture flesh and light armour. Taken alone, one such creature would be fearsome enough. When they gather in great flying swarms, however, these huge bats are a terrifying sight. So dark and dense are these clouds of mutated bats that they blanket the land in shadow.

Bat swarms aren't limited to the craggy peaks and dense woodlands of Sylvania. Anywhere where the Winds of Chaos blow strong, mutation is sure to follow. Dank caves across the Empire might shelter breeds of huge bats, and, when night falls, these shadowy killers will take to the wing and fall upon their prey without warning.

Swift Fliers: While flying, a bat swarm requires only 1 manoeuvre to move between medium and long range, and two manoeuvres to move between long and extreme range. A bat swarm does not need to perform a manoeuvre to disengage from opponents before moving. It can move away from engaged opponents as if it were not engaged with them, unless they can also fly.

Frightening: A swarm of huge bats is a horrific sight. Bat swarms cause Fear 1.

INSECT SWARM ☠☠☠

The nature of what qualifies as an insect swarm can vary. Sometimes, such a swarm is made up of a large mass of the same insect while, in other cases, it might be a collection of different kinds of many-legged arthropods. A hapless character that falls into a nest of Chaos-tainted spiders might find himself confronting a swarm of the first type whereas a party of intrepid explorers in the humid jungles of Lustria might encounter a crawling horde more akin to the second.

In both cases, due to some magical alteration or mutation brought on by Chaos, the insects have grown several times larger than normal. Most of these oversized crawling horrors also have poisonous bites and carnivorous appetites. Insect swarms are as efficient as they are deadly; the tomb swarms of Nehekhara, made up of thousands of grotesquely large scarab beetles, can strip a man to the bone in minutes.

Poison: Insect swarms attack with venomous stings and bites. When an insect swarm inflicts a critical wound, the target suffers fatigue equal to the critical wound's severity.





RAT SWARM ☠☠☠

Beneath the streets of the Empire's great cities and in mouldering skaven caves lit by the eerie yellow-green glow of warpstone, large rats gather by the tens of thousands. In smaller numbers, these opportunistic scavengers tend to lurk in the shadows until an easy meal presents itself. When a large enough host has mustered, however, the rodents grow bolder and more aggressive, racing toward their prey in a roiling mass of fur, red eyes, and teeth. The fiends scamper underfoot and up their victim's legs, seeking first to slow their prey and then to drag it down. Like an angry tide, the rats sweep over their quarry and greedily feast on its flesh.

Filthy Vermin: Rat swarms sometimes carry diseases. If you are playing with the disease rules, each time a rat swarm inflicts a critical wound, the target must pass a **Hard (3d) Resilience check** to avoid contracting a disease.

SWARM ADVENTURE SEEDS

A Dirty Job: The son of a prominent nobleman in the city of Altdorf has gone missing. He was last seen playing in the sewers by Lucky Dab, a rat catcher. The nobleman hires the characters and the rat catcher to bring his son home safely, but the swarming rats, furtive shadows, and echoing whispers all suggest the presence of a skaven lair hidden deep below the spires of the Empire's capital.

Days of Darkness: Droki Mordinsson's brother vanished long ago while prospecting in a vast network of caves at the foot of the World's Edge Mountains. Desperate to find his kin, Droki assembles a rescue mission that includes the players. When the cave entrance collapses, the rescuers become trapped in the bat-infested tunnels and soon discover that an ancient vampire and his blood-thirsty cult also call the caves home.

Whispers in the Walls: The party is invited to Hirtzel Manor, a remote Talabecland estate held in the grip of fear by silent and mysterious killer. Driven mad by jealousy, one of Lord Hirtzel's younger

sons, Bernard, has secretly turned to evil magic. By night, he uses his powers to assemble a swarm of poisonous insects that he sends slithering through the manor walls to invade the rooms of his victims. All the while, Bernard is a ticking bomb; his untrained use of magic threatens to open a portal to the Realm of Chaos itself.

UNDEAD

Ever since the time of Nagash, the first and greatest necromancer who unlocked the secrets of life and death thousands of years ago in the ancient realm of Nehekhar, the dead have risen from their graves at the behest of evil sorcerers schooled in the arts of necromancy or by other dark means. Whole cemeteries might be emptied, their former occupants returned to grim un-life as they march to do their master's bidding. Terrifying and implacable foes, the undead need no rest or sleep, and never tire in combat, relentlessly attacking their enemies again and again until all fall before them.

The dead of the Old World do not always rest in peace. Especially under the baleful glance of the bad moon or touched by the insidious hand of dark magic, departing souls do not easily find their way into Morr's merciful realm. Sometimes against their will, sometimes through the force of their will, the dead walk the land showing no mercy to the living.

Some undead still retain the power of free will and are able to think and scheme through the shadowy mists of undeath. Most, however, lurk mindlessly in the shadows until stirred by the activities of mortals. In their anguished state they will lash out and attack anything that disturbs their fitful sleep.

The mindless undead can be awoken and forced to do the bidding of the strong-willed undead such as vampires or necromancers. Wielding a dark magic that goes back to the time of the ancient desert kingdom of Khemri, necromancers strive for immortality or simply seek control of the dead in order to advance their earthly power.

USING THE UNDEAD

The strength of using undead adversaries in a game is not just their special powers but also the air of mystery and spookiness they bring. The GM should play this up before they even come to blows. A GM might be able to scare his players away from a treasure-filled barrow, long before the cairn wraith that guards it scares away the PCs in the game. Bringing the atmosphere of the encounter to the gaming table is always fun, but this can be especially true when chilling players with talk of the walking dead.

Once the dead do march to battle, they are characterised by a relentlessness that may leave their foes despairing of respite. Once moved, the legions of the damned stop at nothing to destroy their enemies, showing no pity or remorse. Often, the key to their defeat will be the destruction of the power that controls them.

SPECIAL UNDEAD RULES

Fear of Undeath: Unless noted otherwise, undead cause Fear 1. This becomes Fear 2 if the undead outnumber their foes.

Dead Earnest: Undead are unaffected by fear and terror, and they might be exempt from other conditions based on psychology at the GM's discretion.

Shambling: Skeletons, crypt ghouls, and zombies cannot voluntarily suffer fatigue (or wounds) to give themselves extra movement manoeuvres unless there is a controlling force or focus of great necromantic power within long range. That controlling force (such as a powerful vampire, necromancer, or wight lord) may choose to suffer stress to give its minions additional movement manoeuvres.

Night Vision: Two fewer ■■ are added to an undead creature's dice pool for any affects from darkness or lack of sufficient light.

CAIRN WRAITH & TOMB BANSHEE ☠☠☠

Cairn wraiths and tomb banshees are powerful spirits who manage to keep some small grasp upon their free will even through their mournful, undead existence. They are created from the souls of sorcerers and witches who harnessed the forbidden powers of dark magic during their lives, and they are made to pay for this through eternity. The creatures roam the world in torment, attacking mortals indiscriminately, but too afraid of his retribution to enter Morr's realm themselves. Often, they are coerced by dark magic to the servitude of a necromancer or vampire.

Wraiths attack with unnaturally large ethereal weapons, usually scythes, which cut down their foes as if they were of the sharpest steel. Some wraiths, especially those who were female witches in life, become tomb banshees. These are much feared and known for their keening mournful cries that can strike dread, even death, into even the doughtiest heart.

Ethereal: Cairn wraiths and tomb banshees can pass through solid objects and against non-magical or non-divine effects, their Soak Value is increased by their Willpower rating. If defeated by non-magical or non-divine means, the creature may rise next time Morrslieb ascends. Finally, their attacks ignore the defence rating of the target's armour.

CRYPT GHOULS ☠☠☠

Crypt ghouls are deathly pale, hunched, cannibalistic humanoids that scuttle around on their hands and feet. Named after the crypts they so often raid, the priests of Morr are kept forever busy sanctifying the graves of the dead to ward off these vile creatures. Crypt ghouls are addicted to the rotting flesh of bodies that they exhume from graves or tombs, but they also crave the warm flesh of the living. Their filthy claws and teeth are so encrusted with decaying matter that injuries inflicted by a ghoul can become badly infected and potentially fatal.

SKELETONS ☠☠

Skeletons are the dead remnants of long-forgotten battles, buried in mass graves or simply left to rot in ages past. Arisen once more, they seem to maintain fragmented memories of war and death, and they march forward still carrying the rusted weapons and battered armour that once served them in life. Despite having no flesh or organs to pierce, a skeleton's bones are bound together by necromantic magic, and this flow can be disrupted and ultimately broken by an arrow or blade, but it can conversely be repaired by the same magic again and again, making them inexorable foes.

All Bones: Skeletons do not suffer critical wounds. Any critical wounds inflicted are treated as normal wounds.

SPIRIT ☠☠☠

Sometimes the gates to Morr's realm will be closed to a soul of the dead. This might be because the soul has unfinished business; an oath that was not fulfilled or something that still requires protecting. It might have been terribly wronged and now possesses an all-conquering desire for vengeance. The soul's spirit will be forced to exist in the mortal realm until destroyed or until such a wrong is righted.

Spirits lurk around their old haunts or the place of their death, defending it instinctively from unwitting interlopers. They see the world through a confusing veil. Their actions will often be unfathomable to mortals, and they can seem capricious and spiteful. The confused mutterings or chilling touch of a spirit can take the very sanity of a mortal.

If Morr cannot be convinced to receive an anguished spirit into his realm then the only way they can be brought peace is to be destroyed or to have the conundrum of their existence solved, wrongs righted and their vengeance fulfilled. Sometimes a spirit will muster the wherewithal to affect a coherent plea to mortals who come across it. The spirit, while still frightening and otherworldly, will manage to present some sort of clue to its predicament, which could lead to its final rest. Even as its haunting visions are tormenting its victim, it may be offering clues to its salvation.

Vampires, necromancers, and other magic wielders can call forth spirits and bind them to their will. They can be questioned about their lives and even about the future, and they can be pressed into service in the armies of the dead or as ethereal guardians.

Ethereal: Spirits can pass through solid objects and against non-magical or non-divine effects, their Soak Value is increased by their Willpower rating. If defeated by non-magical or non-divine means, the creature may rise next time Morrslieb ascends. Finally, their attacks ignore the defence rating of the target's armour.



VAMPIRE ☠☠☠☠☠

The result of an ancient and implacable desire to thwart death, vampires are unusual among the undead in that they carry their great will and desire through the afterlife. This brings them control of the mindless dead and affords them the opportunity for power. They are instinctive magic users and have necromantic or other spells at their disposal. Some spend their existence studying the magical arts and become prodigious sorcerers.

Though feared and despised by the living and benefiting nothing from worldly goods, the vampires of the Old World still strive for riches and political influence. Even when defeated, a vampire can be difficult to get rid of. An essence of their being often survives and, after time, will take corporeal form and rise again. The longer the vampire exists, the more powerful it becomes. There are vampires abroad in the Old World who have survived for millennia and are much more powerful than those described here. Similarly, a vampire thrall is relatively new to the afterlife (although one may still be hundreds of years old).

Many vampires can pass as human, at least in dim light, and no one knows how many exist among the living in normal society. Some lock themselves away in fortresses, brooding through their dismal half-life and building up armies of lesser undead to defend themselves from hateful mortals. In Sylvania, the vampire counts have wrested control of an entire province from their Imperial enemies.

Dead Calm: Effects that target a vampire's Willpower add ♦♦ to their pools. They are also able to 'turn off' their natural ability to cause Fear, whenever they wish.

Blood Pool: Vampires can drink the blood of their victims to replenish their strength and regain Expertise dice. This is tracked using the Undead enemy sheet. A vampire has access to a number of Expertise dice equal to its current Blood Pool. Every time a vampire spends an expertise die, its Blood Pool token should be moved down by one space.

The *Melee Attack* actions and the special *Beguile* action performed by a vampire gain:

☠☠ Advance the vampire's Blood Pool token one space

ZOMBIES ☠☠

Mindless corpses still wearing the tattered and bloodstained clothing of their previous lives, zombies are perhaps the most disturbing minions of the undead. They can sometimes recognise friends, family, or neighbours, but they are oblivious to past relationships, biting and clawing at those they once held dear. Some zombies carry rudimentary weapons, usually associated with their past livelihood: a dead blacksmith may carry a hammer, and a rotting farmer may wield a pitchfork. They can be just as dangerous unarmed, mindlessly gorging on the flesh and innards of their dying victims. The stench of rot and decay accompanies zombies wherever they go, adding to the disturbing nature of these unnatural fiends.

UNDEAD ADVENTURE SEEDS

Dark Lord of the Manor: A vampire returns to reclaim the estate he left hundreds of years ago. He has scared off the weakling baron and moved into his castle, and is calling all the inhabitants of the local cemetery to his aid. Meanwhile, the villagers are being preyed upon, one by one, night after night. They beg the PCs to help them.

Inn Trouble: The innkeeper seemed a bit rude and dirty. The other customers didn't want to talk. There was no food. The chambermaid was aloof and the room is filthy. As the PCs settle down for the night at this roadside inn, they might begin to wonder whether the place holds a ghoulish secret.

Night of the Dead: The mindless dead are rising from the village cemetery, attacking everyone they encounter to eat their brains! Barricaded at the inn, the PCs must defend themselves and the few surviving villagers from the relentless onslaught while trying to discover what has caused the dead to walk and to put it right.

Voices in the Dark: A restless spirit terrorises a local village. Rumour has it a widow died mysteriously in the fall and has returned from the grave seeking vengeance. The PCs need to track down the spirit and try to find a way to appease (or destroy) the wretched thing. Discovering the widow's murderer should do the job.

WOOD ELVES

The Asrai, as they call themselves, look similar in appearance to their high elf kin. However, they do not dress in the same majestic adornments as the Asur, nor do they make their presence known wherever they go. Wood elves live off the land, dwelling in the wondrous and deadly forest of Athel Loren. They dress in the colours of leaf and earth, making it easier for them to fade into the trees at a moment's notice.

Wood elves are not traditionally seen beyond the borders of their home. In fact, their very existence is considered a myth by some of the simpler folk in the Empire. However, others are very much aware of the wood elves and their peculiar ways, and all know better than to stumble into Athel Loren uninvited—the wood elves are barbaric in the defence of their homeland. Only recently have wood elves begun to appear more frequently beyond their borders. Most people attribute this to the growing number of beastmen in the forests, for the wood elves are known to despise these children of Chaos and seek to destroy them at every opportunity.

SPECIAL RULES FOR WOOD ELF NPCs

Wood Elf NPC Profile: For a quick wood elf NPC, take any one of the generic NPC profiles and modify it as follows: +1 Agility, +1 Willpower, +1 Aggression die to its A/C/E budget.

Forest Walk: Wood elf NPCs may ignore terrain-based manoeuvre penalties and up to two misfortune ■■ dice penalties to movement and actions performed while in woodland terrain.

Nature Bond: Wood elf NPCs gain a □ fortune dice to combat initiative, as well as Observation and Stealth checks while they are in woodland terrain.

Night Vision: Two fewer misfortune ■■ dice are added to a wood elf NPC's dice pool for any effects from darkness or lack of sufficient light.


APPENDIX I

BLESSING ACTIONS

Benediction	NPC, Basic, Minor, Rank 0	Recharge: 3	Difficulty: ■	○
Discipline (WP)		Engaged with target		
Special: After a character within close range declares an action, the NPC may remove 1 recharge token from this action to add <input type="checkbox"/> or <input checked="" type="checkbox"/> to that action's dice pool				
✦ The priest offers a quick prayer to his god, beseeching his patron's favour. The action resolves successfully		☠ Remove 1 recharge token from this action		
✦✦ As above, and add 1 recharge token to this action				
✦✦✦ Add 1 recharge token to this action				








Used By: NPCs (Priest)

Benediction	Basic, Minor, NPC, Rank 0	Recharge: 3	Difficulty: ■
Discipline (WP)		Engaged with target	
Special: After a character within close range declares an action, the NPC may remove any number of recharge tokens from this action to add <input type="checkbox"/> or <input checked="" type="checkbox"/> to that action's dice pool per recharge token removed			
✦ You offer a quick prayer to your god, beseeching your patron's favour. The action resolves successfully		☠ Suffer 1 stress	
✦✦✦ As above, and add 2 recharge tokens to this action			
✦ Add 1 recharge token to this action			
✦ Add 1 recharge token to this action			
✦✦ Add or remove 1 recharge token from any of your currently recharging actions			











CURSE OF DECAY	Cultist, Nurgle, Ongoing	Recharge: 4	Difficulty: ■■■	
Piety (WP) vs. Target Resilience (To)		Target within medium range		
Special: Add ■ to the dice pool for each enemy engaged with you and □ for each disease suffered by characters within long range				
Effect: Draw a random disease. While this action is recharging, the target suffers from that disease				
☞ You invoke the blessing		☠ Suffer 1 stress		
☞☞ As above, and each character within close range of the target is also affected				
☞☞☞ When this blessing recharges completely, each character (other than followers of Nurgle) affected by the disease suffers fatigue equal to the disease's severity		☞ Suffer fatigue equal to the highest severity amongst diseases afflicting you		
☞☞☞ Add 2 recharge tokens to this action				









Used By: Cultists (Fraternity of the Second Flesh)

CURSE OF DECAY	Cultist, Nurgle, Ongoing	Recharge: 3	Difficulty: ■■■
Piety (WP) vs. Highest Target Resilience (To)		Target within medium range	
Special: Add ■ to the dice pool for each target beyond the first.			
Effect: Draw a random disease. While this action is recharging, the targets suffer from that disease			
☞ You invoke the blessing		☠ Suffer 1 stress	
☞☞☞ As above, but draw 2 diseases and choose one to apply. Discard the other			
☞☞☞ When this blessing recharges completely, each character (other than followers of Nurgle) affected by the disease suffers fatigue equal to the disease's severity		☞ Suffer fatigue equal to the highest severity amongst diseases afflicting you	
☞☞☞ Add 2 recharge tokens to this action			












NURGLE'S BLESSING	Cultist, Nurgle, Ongoing	Recharge: 4	Difficulty: 	
Piety (WP)		Used By: Plague LeaderMust perform a prepare manoeuvre		
Special: Add  to the difficulty modifier for every enemy engaged with the Chaos cultist. Add  for every disease suffered by characters within long range of the attacker				
 The blessing is invoked and the Archbacillus' chant inures his followers to pain and suffering. While this blessing is recharging, all followers of Nurgle within long range gain +1 Toughness		 The Archbacillus suffers 1 wound		
 Add 2 recharge tokens to this action				














Used By: Cultists (Fraternity of the Second Flesh)

NURGLE'S BLESSING	Cultist, Nurgle, Ongoing	Recharge: 3	Difficulty: 
Piety (WP)	Must perform a prepare manoeuvre before invoking this blessing		
Special: Add  to the dice pool for each enemy engaged with you and  for each disease suffered by characters within long range			
Effect: Your droning chant weakens your foes. While this action is recharging, all enemies within medium range suffer -1 Toughness			
 You invoke the blessing		 Suffer 1 wound	
 All enemies within medium range suffer 1 fatigue		 Suffer 1 wound	
 Add 2 recharge tokens to this action		 Everyone within medium range, friend or foe, suffers 1 wound (you included)	
 The effect extends out to long range			










SIGMAR'S HEALING HAND	NPC, Sigmar, Holy, Ongoing	Recharge: 4	Difficulty: 	
Invocation (Fel)		Engaged with target. Clear and present danger must threaten the target or the priest		
Special: This action gains  if the target is a devout Sigmarite				
 A nimbus of holy light surrounds the target, healing and protecting him. The target is healed of 1 wound				
 The target is healed of 2 wounds, or one critical wound of severity 2 or less is converted into a normal wound		 Lose 1 Cunning die from your dice budget		
 While this action is recharging, the target's Soak value is increased by 1				
 One of the target's critical wounds (of any severity) is cured				

Used By: NPCs (Magnus Gottschalk, Priest)

SIGMAR'S HEALING HAND	Sigmar, Holy, Ongoing	Recharge: 4	Difficulty: 
Invocation (Fel)		Engaged with target, currently in a combat scene	
Special: This action gains  if the target is a devout Sigmarite			
 A nimbus of holy light surrounds the target, healing and protecting him. The target is healed of 1 wound		 Suffer 1 stress	
   The target is healed of 3 wounds, or one critical wound of severity 3 or less is converted into a normal wound			
  While this action is recharging, the target's Soak value is increased by 1		 Lector Gottschalk loses 1 Cunning die from his dice budget	
 Double the effect of any healing done by this blessing (twice as many wounds healed or critical wounds converted)			


PLAGUE MASS	Cultist, Nurgle	Recharge: 5	Difficulty:   	
Piety (WP)		Used By: Plague Leader		
Special: Add  to the dice pool for each enemy engaged with you and  for each disease suffered by characters within long range				
Effect: You summon a swarm of flies. While this action is recharging, you can spend a manoeuvre to direct the swarm to envelop any engagement within long range. All enemy characters in that engagement suffer 1 fatigue at the beginning of their turn, and gain the Overwhelmed condition				
 The flies are invoked		 Suffer 1 stress		
  As above, and you gain one free manoeuvre to direct the swarm per turn				
   When a recharge token is removed from this action, affected characters must make a Disease 1 check				

Used By: Fraternity of the Second Flesh (Plague Leader)

PLAGUE MASS	Cultist, Nurgle, Ongoing	Recharge: 5	Difficulty:   
Piety (WP)		Must be able to chant loudly and burn profane and disgusting substances as incense	
Special: Add  to the dice pool for each enemy engaged with you and  for each disease suffered by characters within long range			
Effect: You summon a swarm of flies. While this action is recharging, you can spend a manoeuvre to direct the swarm to envelop any engagement within long range. All enemy characters in that engagement suffer 1 wound at the beginning of their turn			
 The flies are invoked		 Suffer 1 stress and 1 fatigue	
 As above, and you gain one free manoeuvre to direct the swarm per turn			
 When a recharge token is removed from this action, affected characters must make an Easy (1d) Resilience (To) check to avoid corruption			

APPENDIX 2

MELEE ACTIONS

A BONE TO PICK	Undead, Skeleton	Recharge: 0	Difficulty: ■	
Weapon Skill (St) vs. Target Defence		Engaged with target		
Special: If more than one undead is engaged with the target, remove the difficulty modifier from this attack. If undead outnumber opponents in the engagement, add ■ to the attack				
♣ The skeletal creature lunges at his victim! The attack inflicts normal damage		☠ The target may immediately perform a free manoeuvre after this action		
♣♣♣ The attack inflicts +2 damage				
♣ The target gains the Overwhelmed condition for 2 rounds				
➔ You may immediately attempt a <i>Basic Melee Attack</i> after completing this action				

Used By: Undead (Skeleton, Crypt Ghoul, Zombie)

A BONE TO PICK	Undead, Skeleton	Recharge: 0	Difficulty: ■
Weapon Skill (St) vs. Target Defence		Engaged with target	
Special: If more than one undead is engaged with the target, remove the difficulty modifier from this attack. If undead outnumber opponents in the engagement, add ■ to the attack			
♣ The attack inflicts normal damage		☠ The target may immediately perform a free manoeuvre after this action	
♣♣ The attack inflicts +2 damage			
♣ The target gains the Overwhelmed condition for 2 rounds		✳ The target may immediately retaliate with a <i>Basic Melee Attack</i> after you complete this action	
➡ You may immediately attempt a <i>Basic Melee Attack</i> after completing this action			

AERIAL ASSAULT	Bestial, Flying	Recharge: 4	Difficulty: ■	🌀
Weapon Skill (St) vs. Target Defence		Target within long range, you must be able to fly		
♣ Swooping down onto the target, you hit for normal damage and end engaged with him		☠☠ You are knocked prone		
♣♣♣ You hit for +2 damage				
♣♣ The target is knocked prone and will require a manoeuvre to stand up				




Used By: Creatures with Flight

AERIAL ASSAULT	<i>Flying, Bestial</i>	Recharge: 5	Difficulty: ■■
Weapon Skill (St) vs. Target Defence		Target within long range, You must be able to fly	
✎ Swooping down onto the target, you hit for normal damage and end engaged with him		☠☠ You gain the Staggered condition for 4 rounds	
✎✎✎ You hit for +3 damage			
✎✎ The target is knocked prone and will require a manoeuvre to stand up			
➡ The target gains the Staggered condition for 4 rounds			

AGILE STRIKE	Basic	Recharge: 0	Difficulty: None	⚡
Weapon Skill (Ag) vs. Target Defence		Engaged with target, melee weapon equipped, Agility score higher than Strength score		
Special: You may spend Cunning dice to enhance this attack				
♣ You slash and cut with nimbleness and agility. The attack inflicts normal damage		☠ Suffer 1 wound		
♣♣ As above, +1 critical				
♣ +1 critical				
♣♣ You may perform a free manoeuvre				




Used By: NPCs (Franz Bieber, Eduardo Rodrigues, Soldier, Ruffian)

AGILE STRIKE	Basic	Recharge: 0	Difficulty: None
Weapon Skill (St) vs. Target Defence		Engaged with target, melee weapon equipped	
Effect: An attack that relies more on cunning and agility than brute force. Franz may use this attack with either his dagger or his bow, in which case it is a ranged attack			
♣ The attack inflicts normal damage		☠ The attacker suffers 1 wound	
♣♣ The attack inflicts +1 damage			
♣ +1 critical			
♣♣ The attacker may perform a free manoeuvre			





AMBUSH		Greenskin, Ongoing	Recharge: 3	Difficulty: 	
Stealth (Ag) vs. Target Observation (Int)			You must have been hidden from all enemies at the start of your turn		
Special: This action can be used as a Ranged Attack if you are equipped with a ranged weapon, unengaged, and within medium range of the target. As part of this attack, you may perform a free manoeuvre to engage the target. While this card is recharging, goblins and snotlings that start their turn hidden from all enemies add  to their Ranged or Melee Attacks					
♣ You hit the target for normal damage			☠ Remove 1 recharge token from this card		
♣♣♣ You hit the target for +2 damage					
♣♣ The target suffers 1 stress			✧ The target may immediately remove 1 recharge token from one of his cards		
➡ The target gains the Demoralised condition while this card is recharging					


Used By: Greenskins (Black Orc, Orc)

PIGSTICKA	Greenskin	Recharge: 3	Difficulty: ■
Weapon Skill (St) vs. Target Defence		Melee weapon, engaged with target	
♣ You lunge at your opponent with a blow that would skewer a wild boar. You hit the target for normal damage, and your attack has Pierce 3		♣ Suffer 1 fatigue	
♣♣ As above, +2 damage		✦ Suffer 1 fatigue	
♣♣ +1 critical			

Assassin's Strike	Dark Elf	Recharge: 3	Difficulty: 	
Weapon Skill (St) vs. Target Defence		Melee weapon equipped, engaged with the target		
Special: This attack may be played when you are declared the target of a melee attack. This attack resolves before that attack takes place.				
♣ Almost too fast to see, you attack your opponent before his blow can land. You hit for +1 damage		♣ Your attacks against the target gain  until the end of your next turn		
♣ You may perform a manoeuvre before or after this attack				


Used By: Dark Elf (Assassin), Skaven (Assassin)

Assassin's Strike		Dark Elf	Recharge: 4	Difficulty:  
Weapon Skill (St) vs. Target Defence			Melee weapon equipped, engaged with the target	
Special: This attack may be played when you are declared the target of a melee attack. This attack resolves before that attack takes place.				
♣ Almost too fast to see, you attack your opponent before his blow can land. You hit for +1 damage			♣ You gain the Exposed condition	
♣♣ +3 Damage			✦ The melee attack targetting you gains  	
↘ +2 Critical				

BERZERKER SLASH	Beastman, Monstrous	Recharge: 4	Difficulty: ■■	
Weapon Skill (St) vs. Target Defence		Engaged with target, melee weapon equipped		
Special: You must spend at least one Aggression die to use this ability				
⚡ With implacable and inevitable might, you lay about with your weapon. The target is struck for +1 damage		⚡ Suffer 1 wound		
⚡⚡ The target is strick for +2 damage and suffers 1 stress				
⚡⚡ +1 critical		⚡ You pick your moment. In addition to the regular ⚡ effects, you deal extra damage equal to the number of Aggression and Expertise dice you spent to enhance this attack		
⚡ +2 damage, +1 critical				



Used By: Beastmen (Izka Madtooth, Gor, Wargor), Chaos (Chaos Warrior, Chaos Spawn), Greenskins (Black Orc, Orc)

BERZERKER SLASH	Monstrous	Recharge: 4	Difficulty: ■■
Weapon Skill (St) vs. Target Defence		Engaged with target, melee weapon equipped	
Special: Izka Madtooth must spend at least one Aggression die to use this ability			
♣ Foaming like a wild animal and roaring with fury, Izka lays about him with his axe. The target is struck for +1 damage		♣ Izka suffers 1 wound	
♣♣ The target is strick for +4 damage and suffers 1 stress			
♣♣ +1 critical		♠ Izka suffers 1 wound, but if the attack is successful, it inflicts +1 damage	
↘ The attack hits a second opponent in the same engagement			








BESTIAL FRENZY	Bestial	Recharge: 3	Difficulty: ■	
Weapon Skill (St) vs. Target Defence		Engaged with target		
Special: You must have suffered at least one wound in this encounter to use this action				
✎ You hit for normal damage				
✎✎ Add damage to the attack equal to the lowest severity of critical you are suffering				
✎ The target suffers 1 fatigue				
✎✎ The target suffers 1 fatigue				
		☠☠ You suffer 1 wound and 1 fatigue		
		✧ The target can make a free <i>Basic Melee Attack</i> against you		















Used By: Creatures with Intelligence of 2 or less

BESTIAL FRENZY	Bestial	Recharge: 4	Difficulty: ■
Weapon Skill (St) vs. Target Defence		Engaged with target	
Special: You must have suffered at least one wound in this encounter to use this action			
⚔ You hit for normal damage			
⚔⚔ Add damage to the attack equal to the highest severity of critical you are suffering		💀 You suffer 1 wound and 1 fatigue	
⚔ The target suffers 1 fatigue			
⚔⚔ The target suffers 1 fatigue		✳ The target can make a free <i>Basic Melee Attack</i> against you	
















BONERIPPER	Skaven	Recharge: 4	Difficulty: ◆	
Weapon Skill (St) vs. Target Defence		Engaged with target, Strength higher than the the target's Strength		
Special: If you are within close range of at least 3 allies, reduce the difficulty modifier to ■				
✎ You put all your strength into a single, bone-rattling strike. The target suffers 1 critical wound				
✎✎✎ As above, and the target suffers a number of normal wounds equal to the critical wound's severity				
✎ Gain 1 Aggression die				
➡ You roar with fury and power! You recover wounds equal to the severity of the critical you inflict with this attack. If you don't have enough wounds, gain the balance in Aggression dice				

Used By: Greenskin (Rat Ogre), Beasts (Dragon, Fenbeast, Griffon, Wyvern), Forest Spirits (Treemen), Giants & Trolls

BONERIPPER	Skaven	Recharge: 4	Difficulty: 
Weapon Skill (St) vs. Target Defence		Used By: Rat Ogre. Engaged with target	
Special: If the attacker is within close range of at least three other skaven, reduce the difficulty modifier to 			
 The rat ogre puts all of its strength into a single, bone-rattling strike. The attack automatically inflicts 1 critical wound		 The rat ogre suffers 1 wound	
 As above, and the target suffers a number of normal wounds equal to the critical wound's severity			
 The target is knocked prone and suffers 1 fatigue			
 The rat ogre flies into a frenzy! While this action is recharging, its Strength is increased by 1			

BOUNCE 'N' CHOMP		Greenskin	Recharge: 2	Difficulty:   	
Weapon Skill (St) vs. Target Defence			Target within close range		
Special: You move to engage the target as part of this action. You do not suffer any penalty for leaving an engagement you were already in					
 You bounce on top of your target and bite down hard, hitting for +1 damage			 The attacker suffers 2 wounds		
  As above, +1 critical, and the target falls prone					
 The target suffers 1 fatigue					
 The target suffers 1 stress					
   All enemies in the engagement suffer 1 fatigue and 1 stress					
 +3 damage, +1 critical					

Used By: Greenskins (Squig, Goblin)

Bounce 'N' Chomp	Greenskin	Recharge: 2	Difficulty:   
Weapon Skill (St) vs. Target Defence		Target within close range	
Special: Da Squig moves to engage the target as part of this action. Da Squig does not suffer any penalty for leaving an engagement it was already in			
 Da Squig bounces on top of his target and bites down hard, hitting for +1 damage		  The attacker suffers 2 wounds	
  The attack hits for +1 damage, critical damage			
    As above, and the target falls prone, and suffers 1 fatigue			
  All enemies in the engagement suffer 1 fatigue and 1 stress			
 +3 damage, +1 critical			

...BRAAAAAAINS!	Undead	Recharge: 3	Difficulty:	
Weapon Skill (St) vs. Target Defence		Engaged with target		
⚔ The zombie is driven to feast on flesh. The attack inflicts critical damage		☠ The target may immediately disengage from the attacker as a free manoeuvre		
⚔⚔ The attack inflicts +2 damage, critical damage		✳ The target may immediately retaliate with a <i>Basic Melee Attack</i> after the attacker completes this action		
⚔ The target suffers 2 stress				
Used By: Undead (Zombies, Crypt Ghouls)				

...BRAAAAAAINS!	Undead	Recharge: 3	Difficulty:	
Weapon Skill (St) vs. Target Defence		Engaged with target		
⚔ You seize the target and feast upon its flesh. You hit for normal damage		☠ The target may immediately disengage from the attacker as a free manoeuvre		
⚔⚔⚔ The attack inflicts +3 damage, +1 critical		✳ The target may immediately retaliate with a <i>Basic Melee Attack</i> after the attacker completes this action		
⚔ The target suffers 2 stress				

BRUTAL ASSAULT	Basic, Chaos	Recharge: 4	Difficulty:	
Weapon Skill (St) vs. Target Defence		Engaged with target		
⚔ Your fierce attack strikes the target for normal damage		☠ The attacker suffers 1 wound		
⚔⚔ The target is struck for critical damage		✳ The target of the attack may immediately perform a free manoeuvre		
⚔⚔ +2 damage				
Used By: Chaos				

BRUTAL ASSAULT	Basic, Chaos	Recharge:	Difficulty:	
Weapon Skill (St) vs. Target Defence		Used By: Chaos. Engaged with target		
⚔ Your fierce attack strikes the target for normal damage		☠ The attacker suffers 1 wound		
⚔⚔ The target is struck for +2 damage		✳ The target of the attack may immediately perform a free manoeuvre		
⚔⚔ The attack inflicts critical damage				

BUBONIC ASSAULT	Daemonic, Nurgle	Recharge: 3	Difficulty:	
Weapon Skill (St) vs. Target Defence		Engaged with target		
Special: Add to the dice pool for every disease the target is afflicted by				
⚔ As the daemon attacks, sores and lesions erupt all over the target's flesh, spitting vile ichor, inflicting normal damage		☠ The attacker loses 1 Aggression die from its budget		
⚔⚔⚔ As above, plus the attack causes extra damage equal to the total severity of any diseases and symptoms afflicting the target		✳ The attacker suffers 1 wound		
⚔⚔ The target suffers 1 fatigue plus 1 fatigue for each symptom afflicting him				
➡ The target suffers 1 corruption				
Used By: Greater Daemons of Nurgle, Skaven (Plague Monk)				

BUBONIC ASSAULT	Daemonic, Nurgle	Recharge: 3	Difficulty:	
Weapon Skill (St) vs. Target Defence		Engaged with target		
Special: Add to the dice pool for every disease the target is afflicted by				
⚔ As you attack, sores and lesions erupt all over the target's flesh, spitting vile ichor, inflicting normal damage		☠ You lose 1 Aggression die from your budget		
⚔⚔⚔ As above, plus the attack causes extra damage equal to the total severity of any diseases and symptoms afflicting the target		✳ Suffer 1 wound		
⚔⚔ For each disease the target is suffering from, turn 1 of his normal wounds faceup as a critical wound				
➡ The target suffers 1 corruption				

CAPTURE AND CONTAIN	Dark Elf	Recharge: 3	Difficulty:	
Weapon Skill (St) vs. Target Athletics (St)		Net equipped, engaged with target		
Special: You may reduce the difficulty modifier by if you perform the prepare manoeuvre first		☠ You drop your net and must recover it before you can use this action again		
⚔ The target gains the Staggered condition for 2 rounds		✳ The target spends a manoeuvre to free him		
⚔⚔ The target gains the Entangled condition until another character engaged with the target spends a manoeuvre to free him				
Used By: Dark Elves, Skaven (Clan Rat, Plague Monk, Stormvermin), Greenskins (Goblin), Forest Spirits (Dryad), NPCs (Ruffian, Soliders, Specialist)				

CAPTURE AND CONTAIN	Dark Elf	Recharge: 2	Difficulty:	
Weapon Skill (St) vs. Target Athletics (St)		Net equipped, engaged with target		
Special: You may reduce the difficulty modifier by if you perform the prepare manoeuvre first		☠ You drop your net and must recover it before you can use this action again		
⚔ The target gains the Overwhelmed condition for 2 rounds		✳ Your net is destroyed		
⚔⚔ The target gains the Entangled condition until another character engaged with the target spends a manoeuvre to free him				
➡ The target is gains the Paralyzed condition until another character engaged with the target spends a manoeuvre to free him				

CHEAF SHOT	Skaven, Basic	Recharge: 0	Difficulty: ■
Weapon Skill (St) vs. Target Defence		Engaged with target	
Special: Add 1 additional recharge token to any <i>Active Defence</i> used against this action			
✦ The basic Skaven attack, the creature exploits its opponent's weak points. The target suffers 1 fatigue		☠☠ The attacker suffers 1 wound	
✦✦ The attack inflicts normal damage, and the target suffers 1 fatigue		✧ The target may immediately retaliate with a <i>Basic Melee Attack</i> after the attacker completes this action	
✦✦✦ The target suffers the Exposed condition for 2 rounds			
Used By: Skaven, Dark Elves, Greenskins (Goblin), NPCs (Ruffian, Merchant, Townsfolk)			
CHEAF SHOT	Skaven, Basic	Recharge: 0	Difficulty: ■
Weapon Skill (St) vs. Target Defence		Engaged with target	
Special: Add 1 additional recharge token to any <i>Active Defence</i> used against this action			
✦ You duck, feint, weave, and harass the target, who suffers 1 fatigue		☠☠ You suffer 1 wound	
✦✦ The attack inflicts normal damage, and the target suffers 1 fatigue		✧ The target may immediately retaliate with a <i>Basic Melee Attack</i> after the attacker completes this action	
✦✦✦ The target suffers 1 fatigue			
✦✦✦✦ The target suffers 1 wound			
CHOMPITY CHOMP CHOMP!	Monstrous	Recharge: 0	Difficulty: ◆■
Weapon Skill (St) vs. Target Defence		Engaged with target	
✦ Da squig puts 'iz toothy maw ta good use, and inflicts normal damage		☠ Da Squig may not perform any manoeuvres after this action resolves, until his next activation	
✦✦✦ The attack inflicts +3 damage, +1 critical		✧ Repeat this action against a new target in the engagement, friend or foe. Da Squig never uses this ability to attack itself	
✦✦✦ +2 damage			
Used By: Greenskins (Squig)			
CHOMPITY CHOMP CHOMP!	Monstrous	Recharge: 0	Difficulty: ◆■
Weapon Skill (St) vs. Target Defence		Engaged with target	
✦ You put yer toothy maw ta good use, and inflict normal damage		☠ You may not perform any manoeuvres after this action resolves, until your next activation	
✦✦✦ Chomp 'im good! +1 damage, +1 critical		✧ Repeat this action against a new target in the engagement, friend or foe. You never use this ability to attack itself	
✦✦ +1 damage			
CHOP!	Basic, Greenskin	Recharge: 0	Difficulty: ■
Weapon Skill (St) vs. Target Defence		Engaged with target	
Special: If greenskins outnumber other opponents in the engagement, ignore this attack's difficulty modifier			
✦ You chop 'em good for normal damage!		☠☠ Suffer 1 wound, ouch!	
✦✦✦ You chop 'em better, for critical damage and the target suffers 1 fatigue		✧ You slip on a snotling and fall over	
✦✦ +1 damage			
✦✦✦ +1 damage again, WAAAGH!			
Used By: Greenskins			
CHOP!	Basic, Greenskin	Recharge: 0	Difficulty: ■
Weapon Skill (St) vs. Target Defence		Engaged with target	
Special: If greenskins outnumber other opponents in the engagement, ignore this attack's difficulty modifier			
✦ The basic greenskin attack, the creature strikes with its weapon at an enemy. The attack inflicts normal damage		☠ The attacker suffers 1 wound	
✦✦✦ The attack inflicts +1 damage, and the target suffers 1 fatigue		✧ The attacker suffers 1 wound	
✦✦✦ +1 critical			
CRAVEN ATTACK	Skaven, Goblin	Recharge: 2	Difficulty: ■
Weapon Skill (St) vs. Target Defence		Melee weapon equipped, engaged with target, target is Entangled or prone	
✦ You hit for normal damage		☠☠ You leave yourself open for a counterattack! If an enemy's next action is to attack you, he adds ■ to his attack pool	
✦✦ As above, +2 damage			
✦✦✦ Ignore the target's armour soak value for this attack			
✦✦✦ The target suffers 1 stress			
Used By: Skaven, Greenskins (Goblin), NPCs (Ruffian), Cultists (Cult Follower)			
CRAVEN ATTACK	Skaven, Goblin	Recharge: 2	Difficulty: None
Weapon Skill (St) vs. Target Defence		Melee weapon equipped, engaged with target, target is Entangled or prone	
✦ You hit for normal damage		☠☠ You leave yourself open for a counterattack! If an enemy's next action is to attack you, he adds ■ to his attack pool	
✦✦ You hit for +2 damage			
✦✦✦ You hit for +3 damage			
✦✦✦ The target suffers 1 stress			

CRUSH 'EM GOOD!	Greenskin	Recharge: 4	Difficulty: ◆	🔒
Weapon Skill (St) vs. Target Defence		Engaged with target, Strength 4+		
♣ You attempt to crush the target with one powerful blow! You hit for +3 damage		☠ Suffer 1 wound		
♣♣ Your blow knocks the opponent reeling. You hit for +3 damage and the target can't use any <i>Active Defences</i> against your next attack		✳ Lose 2 dice from your Aggression budget or 1 die from your Expertise budget		
♣ +2 damage, and you suffer 1 wound				
Used By: Greenskins (Black Orc, Orc), Forest Spirits (Treekin, Treemen)				

CRUSH 'EM GOOD!	Greenskin	Recharge: 4	Difficulty: ◆	
Weapon Skill (St) vs. Target Defence		Engaged with target		
♣ The greenskin attempts to crush his foe with one powerful blow. The target is struck for +2 damage		☠ The attacker suffers 1 wound		
♣♣ The target is struck for +4 damage, and the attacker cannot use any <i>Active Defences</i> until its next turn				
♣ +2 damage, and the attacker suffers 1 wound		✳ All snotlings and goblins in the engagement suffer 1 wound		

DA' BIG SMASH!	Greenskin	Recharge: 3	Difficulty: ◆◆	🔒
Weapon Skill (St) vs. Target Defence		Engaged with target, Strength 5+		
Special: You methodically sacrifice lesser minions to set up the target for a final, crippling blow. Each ally you sacrifice is automatically killed, but reduces the difficulty modifier of this attack by ◆. Each henchman ally sacrificed instead adds □ to the dice pool				
♣ You smash through the target's defences and strike for +1 damage, +1 critical		☠ Suffer 1 wound		
♣♣ Hit for +1 damage, +2 critical, and +1 damage per ally sacrificed to this attack		✳ Terrified they might be next, a number of henchmen equal to the number of henchmen just sacrificed turn tail and flee		
♣♣ The attack causes Fear 2				
Used By: Greenskins (Orcs)				

DA' BIG SMASH!	Greenskin	Recharge: 3	Difficulty: ◆◆	
Weapon Skill (St) vs. Target Defence		Engaged with target		
Special: The GM may choose to kill any number of snotlings or goblins in the current engagement as the orc hacks through it. For each goblin killed, reduce the difficulty modifier by ◆. For each snotling killed, add □ to the attack check				
♣ The brutish orc carves through the engagement, heedless of friend or foe. The attack inflicts +2 damage, +1 critical		☠ The attacker suffers 1 wound		
♣♣ As above, +1 damage for each goblin killed to empower this attack				
♣♣♣ As above, +1 damage for each goblin or snotling killed for this attack		✳ All greenskins in the engagement suffer 1 wound		
♣♣♣ The attack has a rating of Fear 2				

DAEMONIC STRIKE	Daemonic, Tzeentch	Recharge: 4	Difficulty: ■□	🔒
Weapon Skill (St) vs. Target Defence		Engaged with target		
♣ You lashe out with tentacles, claws, razor sharp teeth, or other natural weapons, inflicting normal damage		☠ You lose 1 Aggression die from your budget		
♣♣ The attack inflicts +1 damage, and the target suffers 1 stress		✳ Suffer 1 wound		
♣ The target's stance is moved one space toward a neutral stance				
Used By: Lesser Daemons of Tzeentch				

DAEMONIC STRIKE	Daemonic, Tzeentch	Recharge: 4	Difficulty: ■□	
Weapon Skill (St) vs. Target Defence		Engaged with target		
♣ The lesser daemon lashes out with tentacles, claws, razor sharp teeth, or its other natural weapons, inflicting normal damage		☠ The attacker loses 1 aggression die from its budget		
♣♣ The attack inflicts +2 damage, and the target suffers 1 stress		✳ The attacker suffers 1 wound		
♣ The target's stance is moved one space toward a neutral stance				
♣♣ The attack has a rating of Fear 2				

DANGEROUS WHEN CORNERED	Bestial, Swarm	Recharge: 2	Difficulty: ■■	🔒
Weapon Skill (St) vs. Target Defence		Engaged with 2 or more enemies		
Special: This attack gains □ for each engaged enemy. When the swarm is surrounded, it struggles to escape. The more enemies it is facing, the more vicious it becomes.				
♣ The attack inflicts normal damage		☠ The attacker gains the Overwhelmed condition for 2 rounds		
♣♣ The attack inflicts critical damage, and the attacker may perform a manoeuvre		♣♣ The attacker may immediately disengage for free		
♣ All engaged enemies suffer 1 wound	♣ All engaged enemies suffer 1 wound			
Used By: Creatures with an Intelligence of 2 or less				

DANGEROUS WHEN CORNERED	Bestial, Swarm	Recharge: 2	Difficulty: ■■	
Weapon Skill (St) vs. Target Defence		Engaged with 2 or more enemies		
Special: This attack gains □ for each engaged enemy. When the swarm is surrounded, it struggles to escape. The more enemies it is facing, the more vicious it becomes.				
♣ The attack inflicts normal damage		☠ The attacker suffers the Overwhelmed condition for 2 rounds		
♣♣ The attack inflicts critical damage, and the attacker may perform a manoeuvre				
♣ All engaged enemies suffer 1 wound	♣ The attacker may immediately move from engaged to close range without suffering any fatigue			

DAZZLING DISPLAY	<i>Diestro</i>	Recharge: 3	Difficulty: ■■	⚡
Weapon Skill (St) vs. Target Defence		Engaged with target, melee weapon equipped		
✦ A dazzling display of swordsmanship, intended to overawe the target as much as injure him. The attack inflicts -1 damage		☠☠ The attacker suffers 1 wound		
✦✦ The attack inflicts +1 damage				
✦ The target gains the Exposed condition for 3 rounds				
✦ The target suffers 1 fatigue				
Used By: NPCs (Eduardo Rodrigues, Solider, Specialist)				
DAZZLING DISPLAY	<i>Diestro</i>	Recharge: 3	Difficulty: ■■	
Weapon Skill (St) vs. Target Defence		Engaged with target, rapier, hand weapon, or dagger equipped		
✦ A dazzling display of swordsmanship, intended to overawe the target as much as injure him. The attack inflicts normal damage		☠☠ Suffer 1 wound		
✦✦✦ The attack inflicts +2 damage				
✦ The target gains the Exposed condition for 2 rounds				
✦ The target suffers 1 fatigue				
✦ The target suffers 1 stress				
DELICIOUS BRAAAAAAINS!	<i>Undead</i>	Recharge: 0	Difficulty: ■■	⚡
Weapon Skill (St) vs. Target Defence		Engaged with target		
✦ The zombie bites its target, driven to mindlessly feast on its tasty brains, inflicting normal damage		☠☠ The target may immediately disengage from the attacker as a free manoeuvre		
✦✦ The attack inflicts +1 damage, critical damage				
✦ The target suffers 2 stress		✧ The target may immediately retaliate with a <i>Basic Melee Attack</i> after the attacker completes this action		
Used By: Undead (Arisen Zombie, Lazarus Mourn, Zombie, Crypt Ghoul)				
DELICIOUS BRAAAAAAINS!	<i>Undead</i>	Recharge: 0	Difficulty: ■■	
Weapon Skill (St) vs. Target Defence		Engaged with target		
✦ You bite your target, driven to mindlessly feast on its tasty brains, inflicting normal damage		☠☠ The target may immediately disengage from the attacker as a free manoeuvre		
✦✦ As above, +2 damage				
✦ The target suffers 2 stress		✧ The target may immediately retaliate with a <i>Basic Melee Attack</i> after the attacker completes this action		
DISMISSIVE SWIPE	<i>Basic, Chaos</i>	Recharge: 0	Difficulty: None	🌀
Weapon Skill (St) vs. Target Defence		Melee weapon, engaged with target		
✦ You hit the target for -1 damage				
✦✦ As above, and you may force the target to move to anywhere within close range of you. You may immediately perform a manoeuvre for free		✧ Suffer 1 fatigue per ✧ rolled		
✦✦ The target falls prone and must spend a manoeuvre to stand up				
Used By: Chaos, Beastmen (Wargor), Greenskins (Black Orc)				
MAULING BLOW	<i>Basic, Chaos</i>	Recharge: 0	Difficulty: None	
Weapon Skill (St) vs. Target Defence		Melee weapon or talons, engaged with target		
✦ You hit the target for normal damage		☠ Suffer 1 fatigue		
✦✦ As above, +1 critical				
✦ The attack gains the Vicious quality		✧ The target of the attack may immediately perform a free manoeuvre		
DRAW DOWN	<i>Swarm</i>	Recharge: 0	Difficulty: None	🌀
Weapon Skill (St) vs. Target Defence		Engaged with target		
✦ You knock the target prone, requiring him to spend a manoeuvre to stand back up, and hit for -2 damage		☠☠ Suffer 1 fatigue		
✦✦ As above, but you hit for normal damage				
✦✦ +1 damage				
Used By: Beasts, Swarms, Greenskins (Squig)				
DRAW DOWN	<i>Swarm</i>	Recharge: 0	Difficulty: None	
Weapon Skill (St) vs. Target Defence		Engaged with target		
✦ You hit the target for normal damage		☠☠ The target may immediately make a free <i>Basic Melee Attack</i> against you		
✦✦ As above, and you knock the target prone, requiring him to spend a manoeuvre to stand back up				
✦✦✦ +1 damage				
✧ The target gains the Entangled condition				

EVISCERATOR	Chaos, Monstrous	Recharge: 6	Difficulty:
Weapon Skill (St) vs. Target Defence		Melee weapon, engaged with target, target must have rolled during its last turn	
You hit for normal damage, and the attack has a Pierce rating equal to the number of Aggression dice used on this attack		You gain the Exposed condition for 1 round	
As above, +1 critical. The target gains the Overwhelmed condition until he receives medical aid		The target can make an immediate attack against you. You cannot use any <i>Active Defences</i> against this attack	
The target suffers 1 fatigue and 1 stress			
The target falls prone			
If your target is KO'd by this attack, convert an additional wound into a critical wound			

Used By: Chaos, Beastmen

SKULLS FOR THE SKULL THRONE!	Chaos, Monstrous	Recharge: 6	Difficulty:
Weapon Skill (St) vs. Target Defence		Melee weapon, engaged with target, target must have rolled during its last turn	
You hit the target for normal damage, +1 critical		Suffer 1 fatigue	
As above, but ignore the target's Soak Value		You gain the Exposed condition while this card is recharging	
You inflict an amount of extra damage equal to the number of Aggression dice you used on this attack		The target can make an immediate attack against you. You cannot use any <i>Active Defences</i> against this attack	
If your target is KO'd by this attack, convert an additional wound into a critical wound			

EYE GOUGER	Greenskin	Recharge: 2	Difficulty:
Weapon Skill (St) vs. Target Defence		Melee weapon, engaged with target	
Special: Ignore this attack's difficulty modifier if you are armed with a spear			
You hit the target for -1 damage		Suffer 1 fatigue	
You hit the target for +1 damage		Suffer 1 fatigue	
The target gains the Blinded condition for 2 rounds			

Used By: Greenskin (Goblin, Orc), Beastmen (Gor, Wargor)

STOMP	Greenskin	Recharge: 0	Difficulty:
Weapon Skill (St) vs. Target Defence		Engaged with target	
Special: Ignore the attack's difficulty modifier if the defender is significantly shorter than you, or is prone			
You hit the target for normal damage		Suffer 1 fatigue	
As above, plus the target suffers 1 fatigue		Suffer 1 fatigue	
The target loses his free manoeuvre during his next turn and falls prone.			

FATEBREAKER	Daemonic, Tzeentch	Recharge: 4	Difficulty:
Weapon Skill (St) vs. Target Defence		Engaged with target	
You focus your master's inscrutable powers, inflicting normal damage		The target may perform a free manoeuvre	
As above, and the target's stance is moved one space toward a neutral stance		Suffer 1 wound	
The target suffers stress equal to its stance depth			
The target suffers 1 corruption			
Move the target's activation token to one extreme end of its stance track (your choice of which). Then the target suffers fatigue equal to its depth in that stance			

Used By: Greater Servant of Tzeentch

FATEBREAKER	Daemonic, Tzeentch	Recharge: 4	Difficulty:
Weapon Skill (St) vs. Target Defence		Engaged with target	
Tzeentch's servant focuses its inscrutable powers, inflicting normal damage		The target may perform a free manoeuvre	
The attack inflicts critical damage, and the target's stance is moved one space toward a neutral stance		The attacker suffers 1 wound	
The target suffers stress equal to its stance depth			
The target suffers 1 corruption			

FEARSOME CHARGE	Beastman	Recharge: 3	Difficulty:
Weapon Skill (St) vs. Target Defence		Melee weapon, not engaged with target, target within close range	
Special: The beastman performs a free manoeuvre as part of the action to engage the target		The target may immediately take a free <i>Basic Melee Attack</i> against the beastman	
The beastman tries to impale the target. The target is struck for +1 damage			
The target is struck for +2 damage			
The target must succeed at an Average (2d) Discipline (WP) check or gain the Rattled condition for 2 rounds			
+1 critical and the target is knocked prone and must spend a manoeuvre to stand			

Used By: Beasts (Boar), Beastmen (Minotaur, Wargor)

FEARSOME CHARGE	Beastman	Recharge: 3	Difficulty:
Weapon Skill (St) vs. Target Defence		Engaged with target	
Special: The performs a free manoeuvre as part of the action to engage the target		The target may immediately take a free <i>Basic Melee Attack</i> against the beastman	
The beastman tries to impale the target. The target is struck for +1 damage			
The target is struck for +3 damage			
The target must succeed at an Average (2d) Discipline (WP) check or gain the rattled condition for 2 rounds			

FEATHERED FRENZY	<i>Daemonic, Tzeentch</i>	Recharge: 4	Difficulty: ■■	
Weapon Skill (St) vs. Target Defence ✦ You bite, peck, and slash at your opponent for normal damage ✦✦✦ The attack inflicts normal damage, plus additional damage equal to the target's stance depth ✦✦✦ +1 critical		Engaged with target ☠☠ Subtract 1 die from your Aggression budget ✧ Suffer 1 wound		
Used By: Feathered Fiends (Colored Fiends)				
FEATHERED FRENZY	<i>Daemonic, Tzeentch</i>	Recharge: 4	Difficulty: ■■	
Weapon Skill (St) vs. Target Defence ✦ In a blur of sharp beaks, brightly coloured feathers, and slashing claws, the fiend lashes out at its target, inflicting normal damage ✦✦✦ The attack inflicts normal damage, plus additional damage equal to the target's stance depth ✦✦✦ Add 1 die to the attacker's Aggression budget		Used By: Feathered Fiends, Coloured Fiends, Bobo Engaged with target ☠☠ Subtract 1 die from the attacker's Aggression budget ✧ The attacker suffers 1 wound		
FEINT	<i>Dark Elf, Clan Eshin</i>	Recharge: 3	Difficulty: None	
Guile (Fel) vs. Target Discipline (WP) ✦ You cunningly fake an attack causing your target to strike out at you aggressively, possibly opening themselves up for another attack. You hit for -2 damage and your next attack against the target gains ✦✦✦ As above, but you hit for normal damage and your target suffers 1 fatigue ✦✦✦ You may perform a free manoeuvre and your target gains the Exposed condition while this card is recharging		Melee weapon equipped, engaged with target ☠☠ You suffer 2 stress		
Used By: Dark Elves, Skaven (Clan Eshin Assassin)				
FEINT	<i>Dark Elf, Clan Eshin</i>	Recharge: 3	Difficulty: None	
Intimidate (ST) vs. Target Discipline (WP) ✦ You fake an aggressive attack, forcing your target to take a defensive approach. You hit for -2 damage and your next attack against the target gains ✦✦✦ As above, but you hit for normal damage and your target suffers 1 fatigue ✦✦✦ You may perform a free manoeuvre and your target gains the Exposed condition while this card his recharging		Melee weapon equipped, engaged with target ☠☠ You suffer 2 stress		
FESTERING STRIKE	<i>Basic, Daemonic, Nurgle</i>	Recharge: 0	Difficulty: ■	
Weapon Skill (St) vs. Target Defence ✦ You slash at your target with gangrenous claws, inflicting normal damage ✦✦✦ As above, plus the attack causes extra damage equal to the highest severity among any diseases afflicting the target ✦✦ The target suffers 1 fatigue		Engaged with target ☠ You lose 1 Aggression die from your budget		
Used By: Lesser Daemons of Nurgle				
FESTERING STRIKE	<i>Basic, Daemonic, Nurgle</i>	Recharge: 0	Difficulty: ■	
Weapon Skill (St) vs. Target Defence ✦ The daemon slashes with its gangrenous claws, inflicting normal damage ✦✦✦ As above, plus the attack causes extra damage equal to the highest severity among any diseases afflicting the target ✦✦ The target suffers 1 fatigue		Engaged with target ☠ The attacker loses 1 Aggression die from its budget ✧ The attacker suffers 1 wound		
FOR THE GLORY OF TZEENTCH!	<i>Cultist, Tzeentch</i>	Recharge: 3	Difficulty: ◆	
Leadership (Fel) vs. Target Discipline (WP) Special: If another member of the Cult of the Broken Wheel is engaged with the target, add ■ to the dice pool ✦ The Broken Wheel Leader rallies his followers to assault the cult's enemies. The attack inflicts normal damage ✦✦✦ As above, and all enemies engaged with one or more members of the Cult of the Broken Wheel suffer 1 wound ✦✦✦ All enemies engaged with one or more members of the Cult of the Broken Wheel suffer 1 stress		Engaged with target ☠ The attacker suffers 1 wound ✧ All members of the Cult of the Broken Wheel in close range (including the attacker) suffer 1 wound		
Used By: Cultists (Broken Wheel Leader, Cult Leader)				
FOR THE GLORY OF TZEENTCH!	<i>Cultist, Tzeentch</i>	Recharge: 3	Difficulty: ◆	
Leadership (Fel) vs. Target Discipline (WP) Special: If an ally is engaged with the target, add ■ to the dice pool ✦ Your vicious attack is an inspiration to your followers, and inflicts normal damage ✦✦✦ As above, and all enemies engaged with one or more allies suffer 1 wound ✦ All enemies engaged with one or more members of the Cult of the Broken Wheel suffer 1 stress ✧ One enemy engaged with one of your allies suffers a critical wound		Engaged with target ☠ Suffer 1 wound ✧ One of your minions is overcome with his devotion to your dark god, and becomes a mindless, empty, gibbering shell		

GO FOR THE THROAT	Daemonic	Recharge: 2	Difficulty:	
Weapon Skill (St) vs. Target Defence		Engaged with target		
Special: If the target is critically wounded, add to the dice pool equal to the highest severity rating among the target's critical wounds				
Howling with bloodlust, you lunge for the throat, inflicting critical damage		Suffer 1 wound		
As above, and the attack gains a pierce rating equal to the highest severity amongst criticals the target suffers from				
The target suffers the Overwhelmed condition for 2 rounds		Suffer 1 critical wound		
+2 damage				

Used By: Daemons, Chaos (Forsaken, Maurader), Beasts (Giant Wolf, Boar, Manticore), Beastmen

GO FOR THE THROAT	Daemonic	Recharge: 2	Difficulty:	
Weapon Skill (St) vs. Target Defence		Used By: Flesh Hounds Engaged with target		
Special: If the target is critically wounded, the flesh hound adds to its dice pool equal to the highest severity rating among the target's critical wounds				
The fearsome flesh hound rips and tears at its target, frenzied by the imminent carnage. The attack inflicts critical damage		The attacker suffers 1 wound		
As above, and the target suffers stress equal to the critical wound's severity				
The target suffers the Overwhelmed condition for 2 rounds		The attacker suffers 1 critical wound		
+2 damage				

GRAVE BLADE	Basic, Undead	Recharge: 0	Difficulty: None	
Weapon Skill (St) vs. Target Defence		Melee weapon, target within close range		
Special: If the target is not engaged with the attacker, add to the dice pool				
A ferocious attack with an ancient and deadly blade, the sword has trailing wisps of foul, dark energy crackling about it. The attack hits for normal damage		The attacker suffers 1 wound		
The attack hits for +2 damage and the target suffers 1 stress				
The target suffers 1 stress				
+3 damage				

Used By: Undead (Stichelm's Skeleton, Skeleton)

GRAVE BLADE	Basic, Undead	Recharge: 0	Difficulty: None	
Weapon Skill (St) vs. Target Defence		Melee weapon equipped, target within close range		
Special: If the target is not engaged with the attacker, add to the dice pool				
You attack with your ancient and eldritch blade, hitting for normal damage		Suffer 2 wounds		
As above, +2 damage and the target suffers 1 fatigue				
As above, +3 damage, +1 critical, and the target suffers 1 fatigue				
The target suffers 1 stress				
+3 damage				

HAUNTING VISIONS	Spirit, Supernatural	Recharge: 0	Difficulty: None	
Discipline (WP) vs. Discipline (WP)		Engaged with target		
Your chill touch brings confusing visions to the target, who suffers 1 stress		You suffer 1 wound		
The target suffers 2 stress		You are temporarily banished from the world after this action resolves, returning at least 1 round later		
The target suffers fatigue equal to the stress he suffers from this action				
The target must make a Fear 2 check				

Used By: Undead (Cairn Wraith, Spirit, Tomb Banshee)

HAUNTING VISIONS	Spirit, Supernatural	Recharge: 2	Difficulty: None	
Discipline (WP) vs. Discipline (WP)		Engaged with target		
Your chill touch brings visions of horror to the target, who suffers 2 stress		You suffer 1 wound		
The target suffers 3 stress		You suffer 2 wounds		
The target suffers fatigue equal to the stress he suffers from this action		Your stability suffers; you suffer 2 wounds and may not act next round		
The target must make a Terror 2 check				

HEADLONG CHARGE	Bestial	Recharge: 4	Difficulty:	
Weapon Skill (St) vs. Target Defence		Not currently engaged with target, target within close range		
Effect: The beast charges the target, moving from within close range to engaged, heedless of any obstacle or impediment				
The attack inflicts normal damage		The next attack to target the beast gains		
The attack inflicts +2 damage, critical damage				
The beast gains +1 soak value until its next turn		The beast gains +1 soak value until its next turn		

Used By: Beasts

HEADLONG CHARGE	Bestial	Recharge: 4	Difficulty:	
Weapon Skill (St) vs. Target Defence		Not currently engaged with target, target within close range		
Special: Attacker must start at close range and charge to engage the target				
Effect: The boar lowers its head and charges at full speed towards its target. When it hits, it jabs its tusks upward to impale its victim				
The attack inflicts normal damage		The attacker suffers the Staggered condition for 2 rounds		
The attack inflicts +2 damage, critical damage				
The target suffers the Staggered condition for 2 rounds				

HORRIFIC ASSAULT	Daemonic, Tzeentch	Recharge: 4	Difficulty: ■■
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Weapon Skill (St) vs. Target Defence

Special: If the target is suffering from corruption, add ☐ to this check

✦ You flail and caper, striking the target over and over again until you finally hit for normal damage

✦✦✦ As above, and the target suffers 1 corruption

✦ The attack causes Fear 1

✦✦ +1 critical

✦✦✦ You may immediately repeat this attack against the same target

☠ You may perform a free manoeuvre

☠☠ You lose 1 die from your Aggression budget

✧ Suffer 1 wound

Used By: Daemons (Horror of Tzeentch)

HORRIFIC ASSAULT	Daemonic, Tzeentch	Recharge: 4	Difficulty: ■■
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Weapon Skill (St) vs. Target Defence

Special: If the target is suffering from corruption, add ☐ to this check

✦ The fiend's tentacles and claws all extend wickedly, hurling their might at one target and inflicting normal damage

✦✦✦ The attack inflicts critical damage

✦✦✦ As above, and the target suffers 1 corruption

✦ The attack causes Fear 1 to all enemies engaged with the horror

✦✦ The target suffers 1 corruption

☠ The target may perform a free manoeuvre

☠☠ The attacker loses 1 die from its Aggression budget

✧ The attacker suffers 1 wound

I AM THE HAMMER	Basic, Sigmar	Recharge: 0	Difficulty: None
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Weapon Skill (St) vs. Target Defence

Special: Aggression dice spent on this attack add an additional ☐ to the dice pool

✦ You imbues your weapon with the power of Sigmar, inflicting normal damage

✦✦ You smite the infidel! As above, +1 critical

✦✦✦ The target suffers the Staggered condition for 2 rounds

Engaged with target, hammer or greathammer equipped

☠☠ Lose 1 Aggression die from your dice budget

Used By: NPCs (Magnus Gottschalk, Priest, Soldier)

I AM THE HAMMER	Basic, Sigmar	Recharge: 0	Difficulty: None
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Weapon Skill (St) vs. Target Defence

Special: Aggression dice spent on this attack add an additional ☐ to the dice pool

✦ Lector Gottschalk attacks with the power of Sigmar, inflicting normal damage

✦✦✦ He lays waste to the infidel! The attack inflicts +2 damage, critical damage

✦✦✦ The target suffers the Staggered condition for 2 rounds

Engaged with target, melee weapon equipped

☠☠ The attacker loses 1 Aggression die from his dice budget

INESCAPABLE POWER	Bestial	Recharge: 3	Difficulty: ■
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Weapon Skill (St) vs. Target Defence

✦ Giant spiders combine spinning sticky webbing and pinning creatures with its legs to hold opponents still. The target suffers the Exposed condition for 2 rounds

✦✦ As above, and the attack inflicts normal damage

✦ The target suffers 1 fatigue

✦✦ The target suffers 1 fatigue

Engaged with target

☠☠ The attacker suffers 1 wound

✧ The target may immediately retaliate with a *Basic Melee Attack* after the attacker completes this action

Used By: Beasts, Beastmen, Skaven (Rat Ogre), Greenskins (Orc)

INESCAPABLE POWER	Bestial, Monstrous	Recharge: 3	Difficulty: ■
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Athletics (St) vs. Target Athletics (St)

✦ You grab and pin the target, restricting his movement. He gains the Exposed condition for 2 rounds, and while exposed he may not move unless you move away

✦✦ As above, and the attack inflicts normal damage

✦ The target suffers 1 fatigue

✦✦ The target suffers 1 fatigue

Engaged with target, must be roughly the same size as the target or larger

☠☠ Suffer 1 wound

✧ The target may immediately retaliate with a *Basic Melee Attack* after the attacker completes this action

INFECTED BLADES	Basic, Cultist, Nurgle	Recharge: 0	Difficulty: None
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Weapon Skill (St) vs. Target Defence

✦ The Chaos cultist jabs his filth-encrusted blade towards his enemy. The attack inflicts normal damage

✦✦ As above, and the target suffers 1 fatigue

✦✦✦ The target gains the Weakened condition for 2 rounds

Engaged with target

☠ The attacker suffers 1 wound

Used By: Cultists (Fraternity of the Second Flesh, Members, Leaders)

INFECTED BLADES	Basic, Cultist, Nurgle	Recharge: 0	Difficulty: None
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Weapon Skill (St) vs. Target Defence

✦ You jab your filth-encrusted blade towards the enemy. The attack inflicts normal damage

✦✦ As above, but +1 damage

✦✦✦ The target gains the Weakened condition for 2 rounds

✦✦✦ The target suffers 1 fatigue

Engaged with target

☠ Suffer 1 wound

INHIBITING ATTACK	Swarm	Recharge: 2	Difficulty: ■
Weapon Skill (St) vs. Target Defence ♣ Your ceaseless attacks inhibit your enemy's actions. You hit for -2 damage and add 1 recharge token to up to two of the target's recharging actions ♣♣ As above, but for normal damage ♣♣♣ +1 damage		Engaged with target ♣♣ Add 1 recharge token to this action	

Used By: Swarms, Greenskins (Squig)

INHIBITING ATTACK	Swarm	Recharge: 2	Difficulty: ■
Weapon Skill (St) vs. Target Defence ♣ Your ceaseless attacks inhibit your enemy's actions. You hit for -2 damage and the target gains the Demoralized condition for 2 rounds ♣♣ As above, but for normal damage ♣♣♣ +1 damage		Engaged with target ♣♣ You suffer 1 wound	

JEER 'N' JAB	Greenskin	Recharge: 3	Difficulty: ♦
Weapon Skill (St) vs. Target Defence ♣ The goblin attacks simultaneously with his weapon and cruel laughter and mocking words (thoroughly corrupted by the strange goblin dialect). The target is struck for normal damage, and suffers 1 stress ♣♣♣ The attack inflicts normal damage, and the target suffers fatigue and stress equal to the number of critical wounds he is currently suffering ♣♣♣ +1 critical		Engaged with target ♣ The target may immediately perform a manoeuvre after the attacker completes this action ✧ All greenskins in this engagement suffer 1 wound	

Used By: Greenskins (Sikboyz Goblins, Gobspite, Goblin)

JEER 'N' JAB	Greenskin	Recharge: 3	Difficulty: ♦
Weapon Skill (St) vs. Target Defence ♣ Yer target iz bof stoopid an' ugly, so tell 'im! Also, poke him wif stiks an' sharp fings. The target is struck for normal damage, and suffers 1 stress ♣♣♣ Jus' like before, only better, wif +2 damage an' +1 critical! ♣♣ Aw, ya made th' ugly git cry! Ya jab 'im for extra damage equal to the amount of stress he currently suffers from		Engaged with target ♣ The target may immediately perform a manoeuvre after you complete this action, pro'lly ta run home ta cry ✧ Uh oh, now 'e's angry! Th' target gets +2 damage on his next attack against you	

KNEE BITER	Greenskin, Ongoing	Recharge: 5	Difficulty: ♦
Weapon Skill (St) vs. Target Defence Special: If you successfully hit with this attack you count as being engaged with the target while this card is recharging, and the target loses his free manoeuvre. Each turn, you may decide to fully recharge this card and take an action, or automatically inflict 1 wound on the target. If you perform any manoeuvre, immediately fully recharge this card ♣ You hit the target for unarmed damage ♣♣♣ As above, and the target gains the Staggered condition for 1 round ♣♣♣ The target gains the Exposed condition while this card is recharging		Engaged with target, you must be significantly shorter than the target ♣ Suffer 1 fatigue ✧ The target can make an immediate attack against you	

Used By: Greenskins (Goblin, Squiq) Skaven (Skavenslave, Clanrat)

ED BUTT!	Greenskin	Recharge: 5	Difficulty: ♦
Weapon Skill (St) vs. Target Defence Special: The target cannot perform the Parry or Improved Parry Active Defences against an 'Ed Butt ♣ You hit the target for unarmed damage ♣♣♣ As above, and you can choose to suffer up to 3 wounds to inflict an equal amount of fatigue on the target ♣♣ The target gains the Sluggish condition for 2 rounds		Engaged with target. You must have inflicted a wound against the target during your last turn ♣ Suffer 1 wound ✧ The attacker can make an immediate attack against you after this action	

LEPROUS BLOW	Daemonic, Nurgle	Recharge: 3	Difficulty: ■■
Weapon Skill (St) vs. Target Defence ♣ The plaguebearer strikes its target, its blade dripping with contagious disease. The attack inflicts normal damage ♣♣ As above, +2 damage ♣ The target suffers 1 fatigue ♣ The target makes a Disease 1 check or is infected by a disease with the Contact, Filth or Wound traits		Engaged with target ♣ The attacker loses 1 Aggression die from its budget ✧ The attacker suffers 1 wound	

Used By: Greater Daemons of Nurgle (Plaguebearers)

LEPROUS BLOW	Daemonic, Nurgle	Recharge: 3	Difficulty: ■■
Weapon Skill (St) vs. Target Defence ♣ You strike the target with your disease-ridden weapon for normal damage ♣♣ As above, +2 damage ♣♣♣ +2 damage ♣♣ The target makes a Disease 2 check or is infected by a disease with the Contact, Filth or Wound traits		Engaged with target; must be suffering from a disease or be a servant of Nurgle ♣ Suffer 1 wound ✧ Suffer 1 wound	

MAKE A STAND	Basic, NPC	Recharge: 2	Difficulty: ■
Weapon Skill (St) vs. Target Defence		Used By: Basic NPCs	Engaged with target
Special: If the attack is successful, the target suffers 1 fatigue for every 3 Basic NPCs engaged with the target			
✦ The NPCs band together to stand against a common foe, inflicting normal damage		☠☠ The attacker suffers 1 wound	
✦✦✦ The attack inflicts normal damage, and the target suffers 1 stress			
✦✦✦ The target suffers the Rattled condition for 2 rounds			
Used By: NPCs, Skaven (Skavenslave, Clanrat)			
MAKE A STAND	Basic, NPC, Teamwork	Recharge: 2	Difficulty: ■
Weapon Skill (St) vs. Target Defence		Engaged with target	
Special: If the attack is successful, the target suffers 1 fatigue for every 3 enemies engaged with him			
✦ You band together to stand against a common foe, inflicting normal damage		☠☠ Suffer 1 wound	
✦✦✦ The attack inflicts normal damage, and the target suffers 1 stress			
✦✦✦ The target suffers the Cowed condition for 2 rounds			
MASTERS OF FATE	Daemonic, Tzeentch	Recharge: 3	Difficulty: ■■
Weapon Skill (St) vs. Target Defence		Engaged with target, capable of rolling stance dice of both types simultaneously	
✦ The attack inflicts critical damage, and the target's stance is moved one space toward a neutral stance		☠ The attacker loses 1 aggression die from its budget	
✦✦ As above, then choose 2 of your characteristic  or stance  dice from your dice pool, preserving their face. The next time your target makes a check in which he rolls those dice, he swaps out dice from his pool for your dice. He doesn't roll them, but uses the dice face you have selected		✧ The attacker loses 1 expertise die from its budget	
✦ The target suffers 1 corruption			
✦✦ The target gains the Perplexed condition for 2 rounds			
✧ The target suffers 2 corruption			
Used By: Greater Daemons of Tzeentch (Lord of Change, Daemon Prince of Tzeentch)			
MASTERS OF FATE	Daemonic, Tzeentch	Recharge: 3	Difficulty: ■■
Weapon Skill (St) vs. Target Defence		Engaged with target	
✦ The attack inflicts critical damage, and the target's stance is moved one space toward a neutral stance		☠ The attacker loses 1 aggression die from its budget	
✦✦ As above, then collect all the target's wounds (including critical wounds), turn them face down, shuffle them, and deal out a new set of critical wounds equal in number to the critical wounds the target was suffering from. Return the remaining wounds to the target as normal wounds		✧ The attacker loses 1 expertise die from its budget	
✦ The target suffers 1 corruption			
✦✦ The target gains the Perplexed condition for 2 rounds			
✧ The target suffers 2 corruption			
MOB JUSTICE	NPC, Teamwork	Recharge: 3	Difficulty: ◆
Weapon Skill (St) vs. Target Defence		Engaged with target and at least 1 ally	
Special: You and your allies in the engagement outnumber your enemies, add  to the attack's dice pool.		☠☠ Suffer 1 wound	
✦ You band together to tackle a formidable opponent, inflicting normal damage			
✦✦✦ The attack inflicts +1 damage, +1 critical			
✦ The target suffers the Overwhelmed condition for 2 rounds			
✦ The target is knocked prone			
✦✦ Turn 1 of the target's wounds face up per ally in the engagement. Choose 1 to apply as a critical, then turn the rest face down			
Used By: NPCs, Skaven (Skavenslave, Clanrat)			
MOB JUSTICE	NPC	Recharge: 3	Difficulty: ◆
Weapon Skill (St) vs. Target Defence		Used By: Townsfolk	Engaged with target
Special: If there are more townsfolk in the engagement than enemies, add  to the attack's dice pool.		☠☠ The attacker suffers 1 wound	
✦ The townsfolk band together to tackle a more formidable opponent. The attack inflicts normal damage		✧ All townsfolk in the engagement suffer 1 wound	
✦✦ The attack inflicts +2 damage, +1 critical			
✦ The target suffers the Overwhelmed condition for 2 rounds			

NO ESCAPE, NO HOPE*Undead, Ongoing***Recharge: 3****Difficulty: ■**

Weapon Skill (St) vs. Target Defence

Engaged with target

Special: If the attack is successful, the target does not get a free manoeuvre on its turn for as long as this action is recharging

♣ The undead creature places an unyielding grip upon its target. The target suffers 1 stress and 1 fatigue

☠ You suffer 1 wound

♣♣♣ As above, and the target suffers 1 additional stress and 1 additional fatigue for each undead engaged with him

♣ The target suffers the Rattled condition for 2 rounds

✧ The target may immediately retaliate with a *Basic Melee Attack* after you complete this action

♣♣ Add 1 additional recharge token to this action

Used By: Undead (Arisen Zombie, Zombie, Crypt Ghoul, Vampire, Skeleton)

NO ESCAPE, NO HOPE*Undead, Ongoing***Recharge: 3****Difficulty: ■**

Weapon Skill (St) vs. Target Defence

Engaged with target

Special: If the attack is successful, the target does not get a free manoeuvre on its turn for as long as this action is recharging

♣ The undead creature places an unyielding grip upon its target. The target suffers 1 stress and 1 fatigue

☠ You suffer 1 wound

♣♣♣ As above, and the target suffers 1 additional stress and 1 additional fatigue for each undead engaged with him

♣ The target suffers the Rattled condition for 3 rounds

✧ The target may immediately retaliate with a *Basic Melee Attack* after you complete this action

♣ Add 1 additional recharge token to this action

OVERRUN*Daemonic, Tzeentch***Recharge: 3****Difficulty: ◆**

Weapon Skill (St) vs. Target Defence

Not engaged with target, target within medium range, must be able to fly

Special: You may move to a new location within medium range as part of this attack

♣ You use your sheer bulk in an effort to overwhelm your foes. The attack inflicts normal damage to the target

☠ The target may perform a free manoeuvre

♣♣ As above, +1 damage and you hit an additional target in the same engagement

♣♣♣ As above, and all affected targets are Overwhelmed for two rounds

♣ All enemies in the target's engagement are knocked prone, unless they suffer 1 fatigue to remain on their feet

✧ The target may perform a free manoeuvre

Used By: Daemons (Screamer of Tzeentch, Disc of Tzeentch), Beasts, Giants & Trolls, Skaven (Rat Ogre), Beastmen, Chaos

OVERRUN*Daemonic, Tzeentch***Recharge: 3****Difficulty: ◆**

Weapon Skill (St) vs. Target Defence

Not engaged with target, target within medium range

Special: The daemon may move to a new location within medium range as part of this attack

♣ The daemonic creature uses its sheer bulk in an effort to overwhelm its foes. The attack inflicts normal damage to the target

☠ The target may perform a free manoeuvre

♣♣ The attack inflicts normal damage to up to two additional targets in the same engagement as the primary target

♣♣♣ As above, and all affected targets are Overwhelmed for two rounds

♣ All enemies in the target's engagement are knocked prone, unless they suffer 1 fatigue to remain on their feet

✧ The target may perform a free manoeuvre

PROFANE RITES*Cultist***Recharge: 2****Difficulty: ◆**

Weapon Skill (St) vs. Target Defence

Engaged with target, equipped with a sharp weapon (preferably a sacrificial dagger!)

Special: If at least two other cultists are engaged with the target, reduce the difficulty modifier to ■

♣ You cut strange and worrisome sigils into the target's skin, dealing normal damage. The target gains a temporary insanity with the *Chaos* or *Trauma* trait

☠ The attacker suffers 1 wound

♣♣ As above, but critical damage

♣♣ The attack gains Pierce 2

✧ All cultists in close range (including the attacker) suffer 1 wound

➔ Add 1 tracking token to the insanity

Used By: Cultists (Cult Follower, Cult Leader)

PROFANE RITES*Cultist***Recharge: 2****Difficulty: ◆**

Weapon Skill (St) vs. Target Defence

Engaged with target

Special: If the attacker is within close range of at least three other cultists, reduce the difficulty modifier to ■

♣ The attacker infuses his assault with the power granted by his abhorrent faith. The attack inflicts critical damage

☠ The attacker suffers 1 wound

♣♣ As above, and the target is afflicted by an insanity with the *Chaos* or *Trauma* trait until the end of the current act

♣♣ The attack gains Pierce 2

✧ All cultists in close range (including the attacker) suffer 1 wound

PURULENT ATTACK	Basic, Daemonic, Nurgle	Recharge: 0	Difficulty: ■
Weapon Skill (St) vs. Target Defence		Engaged with target	
<ul style="list-style-type: none"> ☞ The daemon attacks its target for normal damage ☞☞☞ The attack inflicts critical damage, and the target makes a Disease 2 check or is infected by a disease with the <i>Filth</i> or <i>Wound</i> traits ☞ The target suffers 1 fatigue ☞ The target suffers 1 stress ☞ The target suffers 1 corruption 		<ul style="list-style-type: none"> ☞ The attacker loses 1 Aggression die from its budget ☞ The attacker suffers 1 wound 	

Used By: Greater Daemons of Nurgle

PURULENT ATTACK	Basic, Daemonic, Nurgle	Recharge: 0	Difficulty: ■
Weapon Skill (St) vs. Target Defence		Engaged with target	
<ul style="list-style-type: none"> ☞ As you attacks the target, pustulant sores open on your flesh, spattering your victim with noisome filth. The attack inflicts normal damage ☞☞☞ The attack inflicts critical damage, 1 fatigue and 1 stress ☞☞ The target makes a Disease 2 check or suffers a disease with the <i>Filth</i> or <i>Wound</i> traits ☞☞ +2 damage ☞ The target suffers 1 corruption 		<ul style="list-style-type: none"> ☞ You lose 1 Aggression die from your budget ☞ Suffer 1 wound 	

PUTREFYING STRIKE	Basic, Chaos, Nurgle	Recharge: 0	Difficulty: ■
Weapon Skill (St) vs. Target Defence		Engaged with target	
<ul style="list-style-type: none"> ☞ You land a sinister blow that inflicts -2 damage and the target suffers 1 fatigue ☞☞ As above, but normal damage instead ☞☞ The target makes a Disease 2 check or suffers a disease with the <i>Filth</i> or <i>Wound</i> traits ☞ Turn one of the target's wounds face up. He gains the Weakened condition for as many rounds as that critical wound's severity 		<ul style="list-style-type: none"> ☞ Suffer 1 wound ☞ The target of the attack may perform a free manoeuvre 	

Used By: Daemons of Nurgle (Blighted Acolytes)

PUTREFYING STRIKE	Basic, Chaos, Nurgle	Recharge: 0	Difficulty: ■
Weapon Skill (St) vs. Target Defence		Engaged with target	
<ul style="list-style-type: none"> ☞ The follower of Nurgle lands a vicious blow that can infects wounds with putrefying rot. The attack inflicts normal damage ☞☞ As above, and the target suffers 1 fatigue ☞☞ +1 critical, and if the target is diseased, he suffers 1 corruption per disease ☞ Turn one of the target's wounds face up. He gains the Weakened condition for as many rounds as that critical wound's severity 		<ul style="list-style-type: none"> ☞ The attacker suffers 1 wound ☞ The target of the attack may perform a free manoeuvre 	

RAMPAGING MUTATION	Chaos, Monstrous	Recharge: 5	Difficulty: ◆
Weapon Skill (St) vs. Target Defence		Engaged with target. The target or one of his allies must have rolled ☞ on a check in your presence previously during this encounter	
Special: This attack targets one enemy in the current engagement. If the attack hits, <ul style="list-style-type: none"> ☞ You unleash a horrific assault fuelled by a surge of energy granted by the Ruinous Powers. The attack inflicts +1 damage ☞☞☞ As above, but +2 damage, +1 critical ☞☞ The attack has Terror 2 ☞ If the target is suffering from any corruption, +1 damage per corruption. Otherwise, +2 damage 		<ul style="list-style-type: none"> ☞ another enemy in the engagement may suffer the effects, as well ☞ Your flesh twists and erupts with a new gift from your dark god - a mutation. Gain a random mutation. If it has the <i>Monstrous</i> trait, deal additional damage equal to its severity (assuming you hit) 	


Used By: Chaos (Chaos Spawn, Chaos Warrior), Daemons of Tzeentch

RAMPAGING MUTATION	Chaos, Monstrous	Recharge: 5	Difficulty: ◆
Weapon Skill (St) vs. Target Defence		Engaged with target, a Chaos enemy must have rolled ☞ during a previous Melee Attack this encounter	
Special: This attack targets one enemy in the current engagement. If the attack hits, <ul style="list-style-type: none"> ☞ The servant of Chaos unleashes a horrific assault fuelled by a surge of eldritch power granted by the Ruinous Powers. The attack inflicts normal damage ☞☞☞ As above, but +2 damage, +1 critical ☞☞ The attack has Terror 2 		<ul style="list-style-type: none"> ☞ up to two other enemies in the engagement suffer the effects, as well ☞ The attacker is obliterated by the Ruinous Powers. It is immediately killed after the action is resolved. All targets in the engagement (friend and foe) suffer 1 wound, which cannot be avoided, redirected, or reduced by any means 	

REAVING STRIKE	Chaos	Recharge: 3	Difficulty: ◆
Weapon Skill (St) vs. Target Defence		Engaged with target	
Special: If the target is critically wounded, ignore this attack's difficulty modifier <ul style="list-style-type: none"> ☞ The marauder strikes for normal damage, and the target suffers 1 fatigue ☞☞ The attack deals critical damage, and the target suffers 2 fatigue ☞☞ The target suffers fatigue equal to the highest severity amongst criticals he is suffering from 		<ul style="list-style-type: none"> ☞ The target may remove 1 recharge token from 1 of his currently recharging cards ☞ The target may remove 1 recharge token from 1 of his currently recharging card 	


Used By: Chaos (Marauder)

REAVING STRIKE	Chaos	Recharge: 3	Difficulty: ◆
Weapon Skill (St) vs. Target Defence		Engaged with target	
Special: If the target is critically wounded, ignore this attack's difficulty modifier <ul style="list-style-type: none"> ☞ The marauder strikes for normal damage, and the target suffers 1 fatigue ☞☞☞ The attack deals critical damage, and the target suffers 2 fatigue ☞☞ +2 damage 		<ul style="list-style-type: none"> ☞ The target may remove 1 recharge token from 1 of his currently recharging cards ☞ The target may remove 1 recharge token from 1 of his currently recharging cards 	

REND THE FLESH		Monstrous		Recharge: 4		Difficulty: ■■			
Weapon Skill (St) vs. Target Defence					Engaged with target; must have the Regeneration special ability				
♣ You scramble your horrifying claws across the victim's flesh, but don't get a good purchase. The target suffers 1 fatigue					♣ Lose 1 die from your Aggression budget				
♣♣ The attack inflicts normal damage, and the target suffers two fatigue					✧ The target may immediately retaliate with a <i>Basic Melee Attack</i> after you complete this action				
♣♣♣ You recover one wound									
♣♣♣ You recover 1 wound									


Used By: Giants & Trolls (River Troll, Stone Troll)

REND THE FLESH	Monstrous	Recharge: 4	Difficulty: ■■
Weapon Skill (St) vs. Target Defence		Engaged with target	
✎ The troll rakes its terrible claws across the flesh of its intended victim. The target suffers 1 fatigue		☠ The troll suffers 1 wound	
✎✎ The attack inflicts normal damage, and the target suffers two fatigue			
✎✎✎ The target suffers 1 fatigue		✎ The target may immediately retaliate with a <i>Basic Melee Attack</i> after the attacker completes this action	
➡ The troll recovers 1 wound			

Revel in Corruption	Cultist, Ruinous Power	Recharge: 3	Difficulty: ◆	
Weapon Skill (St) vs. Target Defence		Engaged with target. You must be a mutant or totally corrupted by Chaos		
Special: Choose one of your mutations (or draw one at random) to use in this attack				
✦ You flail about with your mutated appendages, striking the target for normal damage, plus damage equal to the mutation's severity		✦ Suffer wounds equal to the mutation's severity		
✦✦✦ As above, and one of the wounds inflicted is a critical with severity equal to the mutation (keep revealing wounds until you find one that fits)				
➤ The target must make an Average (2d) Resilience (To) or Discipline (WP) check , his choice. If he fails, he gains the mutation				

Used By: Cultists (Cult Mutant)

REVEL IN CORRUPTION	Cultist, Ruinous Power	Recharge: 3	Difficulty: ◆
Weapon Skill (St) vs. Target Defence		Engaged with target	
Special: If the target is critically wounded, reduce the difficulty modifier to ■. If the Cult Mutant is critically wounded, the attack gains □			
♣ The Cult Mutant is driven to a terrifying frenzy and the target is struck for normal damage, and suffers 1 fatigue		♣ The target may immediately perform a manoeuvre after this action	
♣♣♣ The attack inflicts normal damage, and the target suffers fatigue and stress equal to the number of critical wounds he is currently suffering			
♣♣ The attack gains Fear 2			
		✧ The target may immediately retaliate with a <i>Basic Melee Attack</i> after the attacker completes this action	

RUINOUS ATTACK	Chaos, Monstrous	Recharge: 3	Difficulty: ■	
Weapon Skill (St) vs. Target Defence		Melee weapon, target within close range		
Special: As part of the action, the attacker may perform a free manoeuvre to engage its target				
♣ You rush forward, laying about with your weapon. The target is struck for normal damage, and you may add 1 recharge token to any one of the target's currently recharging cards		☠ Suffer 1 wound		
♣♣ As above, but you may add 1 recharge token to up to three of the target's currently recharging cards instead				
♣♣♣ +3 damage		✧ Suffer 1 wound. If you are a Chaos Warrior or bear a Mark of Chaos, this attack immediately recharges		

Used By: Chaos (Marauder, Chaos Warrior), Skaven (Rat Ogre), Beastmen, Greenskins (Black Orc)

RUINOUS ATTACK	Chaos, Monstrous	Recharge: 3	Difficulty: ■
Weapon Skill (St) vs. Target Defence		Melee weapon, target within close range	
Special: As part of the action, the attacker may perform a free manoeuvre to engage its target			
♣ The servant of Chaos rushes forward, laying about with its weapon. The target is struck for normal damage, and the GM may add 1 recharge token to any one of the target's currently recharging cards		♣ The attacker suffers 1 wound	
♣♣ The target is struck for +1 damage, and the GM may add 1 recharge token to any two of the target's currently recharging cards			
♣♣♣ +3 damage		✧ The attacker suffers 1 wound. If the attacker is a Chaos Warrior, this attack immediately recharges	

SADISTIC BLOW	<i>Chaos, Skaven, Dark Elf</i>	Recharge: 5	Difficulty:
Weapon Skill (St) vs. Target Defence ✦ You strike at your target with pain and humiliation. You hit for -1 damage ✦✦ As above, plus make a Guile (Fel) check vs. target Discipline (WP). If you succeed, +2 damage and the target gains the Demoralised condition until the end of the current encounter ✦ The target suffers 1 stress ✦✦ +1 critical		Melee weapon equipped, engaged with target ✦ Your attack deals -1 damage	
Used By: Skaven, Dark Elves, Chaos, Cultists, Undead			
SADISTIC BLOW	<i>Skaven, Dark Elf, Chaos</i>	Recharge: 5	Difficulty:
Weapon Skill (St) vs. Target Defence ✦ You strike at your target with pain and humiliation. You hit for -1 damage ✦✦ As above, plus make a Guile (Fel) check vs. target Discipline (WP). If you succeed, +3 damage and the target gains the Demoralised condition until the end of the current encounter ✦ The target suffers 1 stress ✦✦ +1 critical		Melee weapon equipped, engaged with target ✦ Suffer 1 stress and 1 fatigue ✦ You leave yourself open for a counterattack! If an enemy's next action is to attack you, he adds to his dice pool	
SAVAGE STRIKE	<i>Basic</i>	Recharge: 0	Difficulty: None
Weapon Skill (St) vs. Target Defence ✦ Suddenly and viciously, you strike out at the target for normal damage ✦✦ As above, +1 critical ✦✦ Move your initiative token one step up the initiative track ✦✦ Inspired by your ferocious example, the next attack made by an ally gains		Engaged with target ✦✦ Suffer 1 wound ✦ Suffer 1 wound	
Used By: All Creatures			
SAVAGE STRIKE	<i>Basic</i>	Recharge: 0	Difficulty: None
Weapon Skill (St) vs. Target Defence ✦ The beastman's most common attack, it lashes out with fists, horns, claws, or weapons to pummel its foes. The target is struck for normal damage ✦✦ As above, +1 critical ✦✦ +2 damage		Engaged with target ✦✦ The attacker suffers 1 wound ✦ The attacker suffers 1 wound	
SEIZED BY BLOODLUST	<i>Undead, Ghoul</i>	Recharge: 3	Difficulty:
Weapon Skill (St) vs. Target Defence Special: The attacker may convert one additional into a for each critical wound the target is suffering. (This may result in and in the same pool.) ✦ The savage crypt ghoul attacks the target, inflicting normal damage ✦✦✦ As above, and 1 random wound affecting the target becomes a critical wound ✦ +1 damage ✦✦ +1 damage		Engaged with target ✦ You suffer 1 wound ✦ You suffer 1 wound	
Used By: Undead (Arisen Zombie, Crypt Ghoul, Skeleton, Tomb Banshee, Zombie, Vampire)			
SEIZED BY BLOODLUST	<i>Undead, Ghoul</i>	Recharge: 3	Difficulty:
Weapon Skill (St) vs. Target Defence Special: The attacker may convert one additional into a for each critical wound the target is suffering. (This may result in and in the same pool.) ✦ You attack the target, inflicting normal damage ✦✦ As above, and 1 random wound affecting the target becomes a critical wound ✦✦✦✦ You savage the target for +2 damage, +2 critical ✦ +1 damage ✦✦✦ +1 critical		Engaged with target ✦ You suffer 1 wound ✦✦ You suffer 1 critical wound	
SLAY THE UNBELIEVER	<i>Basic, Cultist</i>	Recharge: 0	Difficulty:
Weapon Skill (St) vs. Target Defence Special: If you are within close range of at least three allies, ignore the difficulty modifier ✦ Your blind zeal compels you to lash out violently, cursing those who oppose you. The target is struck for normal damage ✦✦✦ As above, and the target suffers the Ill-Fortuned condition for 2 rounds ✦✦ +2 damage ✦✦✦ +1 critical		Engaged with target ✦ Suffer 1 wound	
Used By: Cultists			
SLAY THE UNBELIEVER	<i>Basic, Cultist</i>	Recharge: 0	Difficulty:
Weapon Skill (St) vs. Target Defence Special: If the attacker is within close range of at least three other cultists, ignore the difficulty modifier ✦ The Cultists' blind zeal compels them to lash out violently, cursing those who oppose them. The target is struck for normal damage ✦✦✦ The target is struck for +2 damage ✦✦ The target suffers the Ill-Fortuned condition for 2 rounds		Engaged with target ✦ The attacker suffers 1 wound	

SLOBBER!	<i>Daemonic, Nurgle</i>	Recharge: 4	Difficulty: ♦
Weapon Skill (St) vs. Target Defence		Engaged with target	
Special: Ignore the target's armour soak value against this attack, as the corrosive slime oozes right through it			
♣ You slobber all over your 'playmate' for +2 damage		♣ You gain the Exposed condition while you remain engaged with the target of this attack	
♣♣♣ As above, plus the target makes a Disease 2 check or is infected by a disease with the <i>Filth</i> or <i>Wound</i> traits			
♣♣ Recover 1 wound ♣♣♣ Recover 1 wound			

Used By: Daemons of Nurgle (Beast of Nurgle)

SLOBBER!	<i>Daemonic, Nurgle</i>	Recharge: 4	Difficulty: ♦
Weapon Skill (St) vs. Target Defence		Engaged with target	
Special: Ignore the target's armour soak value against this attack, as the corrosive slime oozes right through it			
♣ The Beast of Nurgle slobbers all over its 'playmate' for +2 damage		♣ The over affectionate Beast of Nurgle gains the Exposed condition while it remains engaged with the target of this attack	
♣♣♣ As above, plus the target makes a Disease 2 check or is infected by a disease with the <i>Filth</i> or <i>Wound</i> traits			
♣ The target suffers 1 fatigue			
♣♣ The Beast of Nurgle recovers 1 wound			

SNEAKY GIT	<i>Greenskin</i>	Recharge: 6	Difficulty: ■
Stealth (Ag) vs. Target Observation (Int)		Melee weapon, engaged with target and at least 1 ally	
Special: The target cannot use any <i>Active Defences</i> against this attack			
♣ You creep up behind the target to stick 'im in his gizzard for normal damage		♣ Add 2 recharge tokens to this card	
♣♣♣ You hit the target for +1 damage per Cunning dice you have access to		♣ The target may remove 1 recharge token from 1 of his currently recharging cards	
♣♣♣ Ignore the target's armour soak value for this attack			
♣ You inflict extra damage equal to your Agility rating			

Used By: Greenskins (Goblin)

WARPATH	<i>Greenskin</i>	Recharge: 6	Difficulty: None
Weapon Skill (St) vs. Target Defence		Melee weapon equipped, you must have entered the target's engagement this round	
♣ You hit for +2 damage, and inflict 1 wound on all characters in the engagement			
♣♣♣ As above, plus you may suffer 1 fatigue to engage another target in another engagement within close range of you that you have not yet engaged this turn. Repeat the Warpath attack and add ♦ to the dice pool. If you trigger this result again, you will add further ♦ to the pool		♣ Suffer 1 fatigue	
♣♣ +1 critical		♣ All greenskins in the engagement (including you) suffer 1 wound	
♣ All enemy characters engaged with the target suffer 1 wound			

SORCEROUS STRIKE	<i>Basic, Chaos, Tzeentch</i>	Recharge: 0	Difficulty: ■■
Weapon Skill (St) vs. Target Defence		Engaged with target, able to channel and store power	
Special: If you are within close range of a character with 5 or more power, reduce the difficulty modifier by ■			
♣ You strike out with your staff, arcane focus, or sorcerous claws. The target is struck for -1 damage and loses 1 power; you gain 1 power			
♣♣♣ The target is struck for +1 damage and loses 2 power; you gain 2 power			
♣ The GM adds 1 recharge token to one of the target's actions		♣ Suffer 1 wound	

Used By: Daemons of Tzeentch (Enigmatic Disciples)
















SORCEROUS STRIKE	<i>Basic, Chaos, Tzeentch</i>	Recharge: 0	Difficulty: ■■
Weapon Skill (St) vs. Target Defence		Engaged with target	
Special: If the attacker is within close range of a character with 5 or more power, reduce the difficulty modifier by ■			
♣ The Enigmatic Disciple strikes out with its staff, arcane focus, or sorcerous claws. The target is struck for normal damage and loses 1 power			
♣♣♣ The target is struck for +2 damage and loses 2 power			
♣ The GM adds 1 recharge token to one of the target's actions		♣ The attacker suffers 1 wound	

STICK 'EM WIF DA POINTY END	<i>Basic, Greenskin</i>	Recharge: 0	Difficulty: ■■
Weapon Skill (St) vs. Target Defence		Used By: Sikboyz Goblins, Gobspite Engaged with target	
Special: For each other Sikboyz goblin in the engagement, remove ■ from the dice pool			
♣ The most basic of techniques learned by users of weapons with a point to them: stick the pointy end into the target. The target is struck for normal damage			
♣♣♣ The target is struck for +1 damage			
♣ The target's soak value is reduced by 1 for each other goblin in the engagement		♣ The attacker suffers 1 wound	
♣♣ The attack does +1 damage for each other goblin in the engagement			



Used By: Greenskin












STICK 'EM WIF DA POINTY END	<i>Basic, Greenskin</i>	Recharge: 0	Difficulty: ■■
Weapon Skill (St) vs. Target Defence		Engaged with target	
Special: For each of your allies in the engagement, remove ■ from the dice pool (no matter the source of the ■)			
♣ Dis iz wot you do wif a weapon: stick 'em wif da pointy end! Jus' like dat! You 'it 'im for normal damage		♣ Ooof. Too much pointy. Suffer 1 wound	
♣♣♣ Even better! Ya jus' stuck 'em f'r +2 damage			
♣ The target's soak value is reduced by 1 for each of your allies in the engagement			
♣♣ +1 damage for each of your allies in the engagement WAAAGH!		♣ You hit an ally for normal damage. Never liked 'im anywayz...	
♣♣ Stik 'em where it 'urtz! +1 critical			


STRAFING TALON STRIKE		Daemonic	Recharge: 3	Difficulty:	
Weapon Skill (St) vs. Target Defence			Used By: FuriesNot engaged with target, target within close range		
Special: The fury must perform a manoeuvre to initiate this attack. Then, if the attack is successful, the fury may perform a free manoeuvre					
The fury swoops down upon the target, tearing at it with its vicious claws. The attack inflicts normal damage, and the target suffers 1 fatigue					
The attack inflicts normal damage, and the target suffers fatigue and stress equal to the number of critical wounds he is currently suffering from					
The target suffers from the Cowed condition for 2 rounds			The fury suffers 1 critical wound		
Used By: Daemons (Fury), Beasts (Cockatrice, Dragon, Giant Spider, Giant Wolf, Griffon, Harpy, Manticore, Wyvern)					
STRAFING TALON STRIKE		Daemonic	Recharge: 3	Difficulty:	
Weapon Skill (St) vs. Target Defence			You must be able to fly, not be engaged with the target, and be within close range		
Special: You must perform a manoeuvre to initiate this attack. Then, if the attack is successful, you may perform a free manoeuvre					
You swoop down upon the target, tearing at it with vicious claws or other weapons. The attack inflicts normal damage, and the target suffers 1 fatigue					
The attack inflicts normal damage, and the target suffers fatigue and stress equal to the number of critical wounds he is currently suffering from					
If the target's Toughness is currently fatigued, he suffers wounds equal to the amount of fatigue he has in excess of his Toughness score			The fury suffers 1 critical wound		
STRANGLERROOTS		Forest Spirit	Recharge: 3	Difficulty:	
Weapon Skill (ST) vs. Target Coordination (Ag)			Target in close range in woodland terrain		
Deep-buried roots spring out of the ground, striking and entrapping the target. The target is gains the Entangled condition until another character engaged with the target spends a manoeuvre to free him or the target passes a Hard (3d) Athletics (St) check as an action					
As above, and the target is hit for St + 3 damage					
The target suffers 1 wound and 1 fatigue			Add one recharge token to this card		
Used By: Forest Spirits					
STRANGLERROOTS		Forest Spirit	Recharge: 4	Difficulty:	
Weapon Skill (ST) vs. Target Coordination (Ag)			Target in close range in woodland terrain		
Deep-buried roots spring out of the ground, striking the target for St + 4 damage			Add one recharge token to this card		
As above, but St + 6 damage instead					
+1 critical					
The target suffers 1 wound and 1 fatigue			You may not use this power for the rest of the encounter		
SUBDUE		NPC	Recharge: 3	Difficulty:	
Weapon Skill (St) vs. Target Defence			Engaged with target; you must use a non-edged weapon or improvised weapon		
You attempt to overpower a target with a minimum of bloodshed and end the fight quickly. The attack inflicts –1 damage and the target suffers 1 fatigue					
As above, but the target suffers fatigue equal to your Strength score instead					
Recharge this action immediately			Suffer 1 wound		
The target suffers the Weakened condition for 2 rounds					
If the target was wielding a weapon, he is disarmed			You drop your weapon		
Used By: NPCs (Soldiers)					
SUBDUE		NPC	Recharge: 3	Difficulty:	
Weapon Skill (St) vs. Target Defence			Engaged with target		
The soldier attempts to overpower a target with minimum bloodshed. The attack inflicts –1 damage, and the target suffers the Overwhelmed condition for 2 rounds					
As above, and the target suffers one fatigue					
The target suffers the Weakened condition for 2 rounds			The attacker suffers 1 wound		
If the target was wielding a weapon, he is disarmed			The attacker is disarmed, dropping his weapon		
SWARM 'EM!		Greenskin	Recharge: 3	Difficulty:	
Weapon Skill (St) vs. Target Defence			Multiple Greenskins must be engaged with the target		
Special: The greenskin suffering from the fewest wounds makes the attack. Every other goblin in the engagement contributes to the check. Every other snotling in the engagement contributes to the check					
The target is struck for normal damage, +1 damage for every three Greenskins in the engagement			The target may remove 1 recharge token from any of his currently recharging cards		
The target is struck for critical damage, +1 damage for every two greenskins in the engagement					
+1 damage for every three greenskins in the engagement			All snotlings and goblins in the engagement suffer 1 wound		
Used By: Greenskins (Snotlings, Goblins), Skaven, Cultists, Beastmen, Beasts					
SWARM 'EM!		Greenskin	Recharge: 3	Difficulty:	
Weapon Skill (St) vs. Target Defence			You and at least one ally must be engaged with the target		
Special: Every ally in the engagement contributes to the check. (Henchmen only contribute to the check)					
You make your numbers count, cackling and jabbing and swarming your foe. You hit for normal damage, +1 damage for every 3 allies in the engagement			The target may remove 1 recharge token from any of his currently recharging cards		
You hit for normal damage, +1 damage for every 2 allies in the engagement					
Your swarm drags the target prone			1 henchman in the engagement dies		
+1 damage per 2 allies in the engagement					
+6 damage					

SWARM OF FILTH		Daemonic, Nurgle		Recharge: 3		Difficulty: 			
Weapon Skill (St) vs. Target Defence				You and at least 1 filth-encrusted disease-ridden ally must be engaged with the target					
Special: Each ally in the engagement adds  to the dice pool									
 The attack inflicts normal damage, +1 damage for every 3 allies in the engagement									
   As above, and the target makes a Disease 1 check with an additional  for every two of your allies in the engagement or becomes infected by a disease with the <i>Contact</i> , <i>Filth</i> or <i>Wound</i> traits									
   +1 damage for every 3 allies in the engagement					 You lose 1 Aggression die from your dice budget				
  +1 critical					 You and each of your allies in the engagement suffer 1 wound				
Used By: Lesser Daemons of Nurgle (Nurglings), Skaven (Plague Monk)									










SWARM OF FILTH		Daemonic, Nurgle	Recharge: 3	Difficulty:
Weapon Skill (St) vs. Target Defence			Multiple nurglings engaged with target	
Special: The nurgling suffering from the fewest wounds makes the attack. Each additional nurgling in the engagement adds to the dice pool				
The attack inflicts normal damage, +1 damage per 3 nurglings in the engagement			The attacker loses 1 Aggression die from its budget	
Inflict critical damage, +1 damage per 2 nurglings in the engagement				
The target makes a Disease 1 check with an additional for every two nurglings in the engagement or becomes infected by a disease with the <i>Contact, Filth</i> or <i>Wound</i> traits			All nurglings in the engagement suffer 1 wound	

THE OVERWHELMING HORDE		Skaven	Recharge: 3	Difficulty: 	
Athletics (St) vs. Target Defence			Engaged with target		
Special: If the attacker is within close range of at least three other skaven, reduce the difficulty modifier to ■					
♣ A tide of verminkind overruns the victim for normal damage					
♣♣ As above, and the target suffers 1 fatigue for each skaven engaged with it			💀 All engaged skaven suffer the Exposed condition for 2 rounds		
♣ The target suffers 1 stress			✳ Move the topmost skaven initiative counter down one space on the initiative track		
Used By: Skaven (Gutter Runner, Clanrat), Greenskins, Cultists, Beastmen, Beasts					

THE OVERWHELMING HORDE		Skaven	Recharge: 3	Difficulty: 
Athletics (St) vs. Target Defence			Engaged with target	
Special: If you are within close range of at least 3 allies, reduce the difficulty modifier to 				
 You and your allies attempt to overwhelm the victim, inflicting normal damage			 The target gains  to his next attack against you or one of your allies	
  As above, and the target suffers 1 fatigue, plus 1 fatigue for each of your allies engaged with him				
 +1 damage			 Lose 1 die from your Expertise budget	
  Draw critical wounds equal to the number of your allies within close range. Choose 1 to apply to the target and discard the rest				

TOOTH AND CLAW	Bestial	Recharge: 0	Difficulty: None	
Weapon Skill (St) vs. Target Defence		Engaged with target		
☠ Teeth bared and claws extended, you hit for normal damage		☠☠ Your target may disengage from you for free		
☠☠ You hit for +2 damage				
☠☠☠ You may perform a free manoeuvre				
Used By: Beasts, Skaven (Gutter Runner, Skavenslave, Clanrat), Daemons (Imp)				

TOOTH AND CLAW	Bestial	Recharge: 0	Difficulty: None
Weapon Skill (St) vs. Target Defence		Engaged with target	
🦷 Teeth bared and claws extended, you hit for +1 damage		💀 Your target may disengage from you for free	
🦷🦷 You hit for +2 damage			
🦷🦷🦷 Your attack gains Pierce 1		🫖 You suffer 2 fatigue	

UNDYING FEROCITY	Reaction	Recharge: 0	Difficulty: 	
Weapon Skill (St) vs. Target Defence		Engaged with target		
Special: This action is performed immediately after the attack that dealt the killing blow is resolved, before any other manoeuvres or effects. Undying Ferocity interrupts the active player's turn until this action has been resolved				
 As the creature is dealt a death blow, Izka lashes out one last time at a nearby opponent, striking for normal damage		 Lightning strikes the engagement, dealing 2 wounds and inflicting the Thunderstruck condition on all characters in the engagement for 2 rounds		
  The target is struck for +2 damage, critical damage				
   +1 critical				
Used By: Beastmen (Izka Madtooth, Wargor)				


UNDYING FEROCITY	Reaction	Recharge: 0	Difficulty: ■■
Weapon Skill (St) vs. Target Defence		Engaged with target	
Special: This action is performed immediately after the attack that dealt the killing blow is resolved, before any other manoeuvres or effects. Undying Ferocity interrupts the active player's turn until this action has been resolved			
♣ As the creature is dealt a death blow, the wargor lashes out one last time at a nearby opponent. The target is struck for normal damage		💀 The target may perform a free manoeuvre after this action is resolved	
♣♣ The target is struck for +2 damage, critical damage			
♣♣♣ +2 damage			

UNHOLY INVOCATION		Chaos, Ruinous Power	Recharge: 2	Difficulty: ■	
Weapon Skill (St) vs. Target Defence			Melee weapon, engaged with target. Move the token on the Eye of the Gods tracker 1 space to the left		
✦ You call upon the power of the Dark Gods as you attack. As the runes of Chaos inscribed on your weapon taste the blood of your enemy, they glow with searing energy in answer to your prayers. You hit the target for normal damage, and the target gains either the Cowed or Rattled condition (your choice) for 1 round					
✦✦✦ As above, and the target gains the Overwhelmed condition for 1 round					
✦✦✦ The attack causes Terror 1			☠ Suffer 1 wound ✧ The Chaos gods are displeased. Gain the Staggered condition and add 1 recharge token to it, plus 1 per ✧ rolled		
Used By: Chaos					
STORM OF RED RUIN		Chaos, Ruinous Power	Recharge: 2	Difficulty: ■	
Weapon Skill (St) vs. Target Defence			Melee weapon or talons, engaged with target, the token on the Eye of the Gods tracker must be on space 7 or below		
✦ You hit the target for normal damage					
✦✦ As above, plus draw 1 card from the wound deck. You inflict extra damage equal to the card's Severity Rating (if you draw a card with Severity X, draw 2 additional cards and total their Severity then add 1 recharge token to this card). Discard any wound cards drawn, with no further effect. Move the token on the Eye of the Gods tracker 1 space to the right					
✦ The target suffers 1 stress			☠ Suffer 1 fatigue		
✦✦ +1 critical			✧ Suffer 1 wound per ✧ rolled		
VICIOUS BITE		Basic, Bestial,	Recharge: 0	Difficulty: ■	
Weapon Skill (St) vs. Target Defence			Engaged with target		
Effect: The creature clamps powerful jaws shut on a portion of the target					
✦ The attack inflicts normal damage					
✦✦ The attack inflicts critical damage			☠ The attacker suffers 1 wound		
✦ The target suffers 1 fatigue					
Used By: Beasts					
VICIOUS BITE		Basic, Bestial	Recharge: 0	Difficulty: ■	
Weapon Skill (St) vs. Target Defence			Engaged with target		
Effect: The creature clamps powerful jaws shut on a portion of the target					
✦ The attack inflicts normal damage					
✦✦✦ The attack inflicts +2 damage, +1 critical			☠ Suffer 1 wound		
✦ The target suffers 1 fatigue					
WHEELING STRIKE		Basic, Cultist, Tzeentch	Recharge: 0	Difficulty: ■	
Weapon Skill (St) vs. Target Defence			Engaged with target		
Special: If another member of the Cult of the Broken Wheel is engaged with the target, ignore the difficulty modifier					
✦ The Cultists weave, sway, and twist strangely, looking to unbalance their foes before striking for normal damage			☠ The attacker suffers 1 wound		
✦✦✦ The target is struck for normal damage and suffers 1 stress					
✦✦✦ The target suffers the Exposed condition for 2 rounds					
Used By: Cultists (Cult of the Broken Wheel), Dark Elves, NPCs (Ruffian, Solider)					
WHEELING STRIKE		Basic, Cultist, Tzeentch	Recharge: 0	Difficulty: ■	
Weapon Skill (St) vs. Target Defence			Engaged with target		
Special: If an ally is engaged with the target, ignore the difficulty modifier					
✦ You weave, sway, and twist strangely, looking to unbalance your foe before striking for normal damage			☠ Suffer 1 wound		
✦✦✦ The target is struck for +3 damage and suffers 1 stress			☠ Suffer 1 wound		
✦✦✦ The target suffers the Exposed condition for 2 rounds					
WHIRLWIND ONSLAUGHT		Chaos, Ongoing	Recharge: 4	Difficulty: ■■	
Weapon Skill (St) vs. Target Defence			Melee Weapon, Engaged with target		
Effect: While this card is recharging, your Defense is increased by 2					
✦ You spin your blade in a wheel of blurring steel and hit the target for normal damage					
✦✦✦ You hit for +2 damage					
✦✦✦ The target gains the Exposed condition for 2 rounds					
Used By: Chaos (Chaos Warrior, Maurader)					
RUN AMOK		Chaos	Recharge: 4	Difficulty: ■■	
Weapon Skill (St) vs. Target Defence			Engaged with 2 or more opponents		
Special: You must target the opponent with the highest Defence. All opponents in the engagement may use Active Defences against this attack. While this card is recharging, you inflict +1 damage for every  you roll while making an attack. You may not use Active Defences while this card is recharging					
✦ You hit the target and another character in the engagement for normal damage			☠ Suffer 1 fatigue. You gain the Exposed condition while this card is recharging		
✦✦✦ As above, and you deal +1 critical to each character you strike					
✦✦✦ You hit another character of the GM's choosing in the engagement			✧ Suffer 1 wound per enemy in the engagement		

APPENDIX 3














RANGED ACTIONS

DEATH'S HEAD	Chaos, Nurgle	Recharge: 4	Difficulty: ■	👤
Ballistic Skill (Ag) vs. Target Defence		Target within medium range		
Special: The Death's Head counts as an improvised weapon, with DR4/CR4				
♣ You hurl a skull filled with a stew of unspeakable corruption. The skull strikes the target for normal damage, then explodes. The target and all engaged with him must make an Easy (1d) Resilience (To) check or suffer 1 corruption (and suffer 1 corruption per ✨ they roll, pass or fail)				
♣♣ All characters in the target's engagement suffer 1 fatigue and 1 stress		☠ Suffer 1 fatigue		
♣♣ Add ♦ to the dice pool of the Resilience check to avoid corruption		✨ Assuming this action is successful, the skull hits a different (unintended) target within medium range		
Used By: Greater Daemons of Nurgle (Exalted Champion of Nurgle)				
DEATH'S HEAD	Chaos, Nurgle	Recharge: 4	Difficulty: ■	
Ballistic Skill (Ag) vs. Target Defence		Target within medium range		
Special: The Death's Head counts as an improvised weapon, with DR4/CR4				
♣ The champion hurls a skull filled with a stew of virulent poxes. The skull strikes the target for normal damage, then explodes. The target and all engaged with him must make Disease 1 checks or become infected by a disease with the <i>Filth</i> or <i>Miasma</i> traits				
♣ All characters in the target's engagement suffer 1 fatigue		☠ The attacker suffers 1 fatigue		
♣ All characters in the target's engagement suffer 1 stress		✨ Assuming this action is successful, the skull hits a different (unintended) target within medium range		
♣ All characters in the target's engagement suffer 1 corruption				
FEATHER DART	Daemonic, Tzeentch	Recharge: 2	Difficulty: ■	👤
Ballistic Skill (Ag) vs. Target Defence		Not engaged with target, target within medium range		
Special: If the target is suffering from corruption, add ■ to this check				
♣ One of your brightly coloured feathers flies at the target, its quill growing long and sharp as it approaches. The attack inflicts normal damage				
♣♣ As above, and the target suffers 1 fatigue		☠ The target may perform a free manoeuvre		
♣ Add 1 recharge token to one of the target's <i>Active Defences</i>		☠☠ Suffer 1 wound		
♣♣ The target suffers 1 fatigue and 1 stress				
Used By: Feathered Fiends (Coloured Fiend, Bobo)				
FEATHER DART	Daemonic, Tzeentch	Recharge: 2	Difficulty: ■	
Ballistic Skill (Ag) vs. Target Defence		Not engaged with target, target within medium range		
Special: If the target is suffering from corruption, add ■ to this check				
♣ One of the fiend's brightly coloured feathers flies at the target, its quill growing long and sharp as it approaches. The attack inflicts normal damage				
♣♣ As above, and the target suffers 1 fatigue		☠ The target may perform a free manoeuvre		
♣ Add 1 recharge token to one of the target's <i>Active Defences</i>		☠☠ The attacker suffers 1 wound		
♣♣ Add 1 recharge token to one of the target's <i>Active Defences</i>		✨ The attacker suffers 1 critical wound		
FLAME BREATH	Dragon, Fire	Recharge: 5	Difficulty: ■■	👤
Ballistic Skill (AG) vs. Target Defence		Target within medium range		
Special: Add ■ to the dice pool for each rank of training the target has in Coordination				
♣ You blast your target with fiery breath and hit for To + 3 damage with Pierce 2				
♣♣♣ As above, but To + 5 damage instead		☠☠ You suffer 2 fatigue		
♣♣ Place 1 fewer recharge token on this action				
➡ Your enemies engaged with the target also suffer this attack's damage				
Used By: Dragons				
FLAME BREATH	Dragon, Fire	Recharge: 5	Difficulty: ♦	
Ballistic Skill (AG) vs. Target Defence		Target within medium range		
Special: Add ■ to the dice pool for each rank of training the target has in Coordination				
♣ You blast your target with fiery breath and hit for To + 4 damage				
♣♣♣ As above, but To + 6 damage instead		☠☠ You suffer 2 fatigue		
♣ +1 damage		✨ Add 2 recharge tokens to this action		
♣♣ +1 critical				
➡ +2 damage, +1 critical				

FLYING DEBRIS	Monstrous	Recharge: 2	Difficulty: ■	
Ballistic Skill (Ag) vs. Target Defence		Target within long range, heavy stones or debris to hurl		
Special: Add ■ to the dice pool for each rank of training the target has in Coordination				
✦ The giant hurls some enormous chunk of wood, stone, or metal. The attack inflicts normal damage, using the giant's Strength (instead of Agility) to calculate damage				
✦✦ As above, and strikes a secondary target within close range of the primary target				
✦ +1 damage to all targets		☠ The attacker suffers 1 wound		
✦✦ All targets suffer the Staggered condition for 2 rounds				
➔ Another target within close range of the primary target is struck		✧ All targeted characters may immediately remove one recharge token from each of their Active Defence action cards, even if this attack fails		




Used By: Giants

FLYING DEBRIS	Monstrous	Recharge: 2	Difficulty: ■
Ballistic Skill (Ag) vs. Target Defence		Target within long range. You use a piece of debris or massive stone as a weapon in this attack; its statistics are included in the effects	
Special: Add ■ to the dice pool for each rank of training the target has in Coordination			
✎ You hurl some enormous chunk of wood, stone, or metal through the air. The attack hits for Str + 5 damage		☠ Suffer 1 wound	
✎✎ As above, and the attack hits all other characters in the same engagement as the target for Str + 3 damage			
✎ +1 damage to all targets			
✎✎ All targets suffer the Staggered condition for 2 rounds		✧ All characters in the target engagement may perform a free manoeuvre	
➡ +1 critical to all targets			



GHOSTLY HOWL	Tomb Banshee, Supernatural	Recharge: 3	Difficulty: 	
Discipline (WP)		None		
Special: Add  to your dice pool if you are engaged with an enemy				
 You emit a howl injures the hearts of men. All enemies within close range must make an Average (2d) Discipline (WP) check or suffer 1 wound				
  As above but 2 wounds				
  If this attack is successful, the targets suffer an additional wound		 Add 1 recharge token to this card		
  The Discipline (WP) check is instead Hard (3d)				
 1 wound inflicted by this action is a critical wound (your choice)		 You suffer 1 wound		



Used By: Undead (Cairn Wraith, Spirit, Tomb Banshee)

GHOSTLY HOWL	Tomb Banshee, Supernatural	Recharge: 3	Difficulty: ◆
Discipline (WP)		None	
Special: Add <input type="checkbox"/> to your dice pool if you are engaged with an enemy			
☞ You emit a howl injures the hearts of men. All enemies within close range must make an Average (2d) Discipline (WP) check or suffer 1 wound			
☞☞ As above but 2 wounds			
☞ If this attack is successful, the targets suffer an additional wound		☠ Add 2 recharge token to this card	
☞☞ If this attack is successful, enemies within medium range are affected			
☞☞ If this attack is successful, the targets suffer an additional 2 wounds		✧ You suffer 1 wound	


SCORCHING FLAMES	Daemonic, Tzeentch	Recharge: 3	Difficulty:  	
Ballistic Skill (Ag) vs. Target Defence		Not engaged with target, target within medium range. Must have some source of fire		
🔥 You spew forth a violent jet of searing flames, inflicting normal damage		💀 Suffer 1 wound		
🔥🔥🔥 As above, and the attack inflicts 1 wound to the target's allies within close range				
🔥 All targets injured by the attack suffer 1 fatigue		⚡ Suffer 1 critical wound		
🔥 All targets injured by the attack suffer 1 stress				
🔥 Ignore the target's soak value from armour against this attack				


Used By: Lesser Daemons of Tzeentch (Flamer of Tzeentch)

SCORCHING FLAMES	Daemonic, Tzeentch	Recharge: 3	Difficulty:  
Ballistic Skill (Ag) vs. Target Defence		Not engaged with target, target within medium range	
⚔ The gibbering Flamer of Tzeentch spews a jet of flames for normal damage		💀 The Flamer of Tzeentch suffers 1 wound	
⚔⚔ As above, and the attack inflicts 1 wound to all the target's allies within close range of the target			
⚔ All targets injured by the attack suffer 1 fatigue		✨ The Flamer of Tzeentch suffers 1 critical wound	
⚔ All targets injured by the attack suffer 1 stress			
⚔⚔ The primary target suffers 1 fatigue each time a recharge token is removed from this action			

Stream of Bile		Daemonic, Nurgle	Recharge: 3	Difficulty: 	
Resilience (To) vs. Target Defence			Target within close range		
☛ The daemon spews a stream of diseased bile over its target. The attack inflicts 6 + Toughness damage, +1 critical					
☛☛☛ As above, and the target makes a Disease 2 check or is infected by a disease with the <i>Filth</i> or <i>Miasma</i> traits					
☛ The target suffers 1 fatigue and 1 stress			☠ The attacker suffers 1 wound		
☛☛ +2 damage, +1 critical					
☞ A second target within close range of the main target is also affected					
☞☞ All enemies within close range of the main target are affected			☛ The attacker suffers 1 wound. Place 2 recharge tokens on this action		


Used By: Greater Daemons of Nurgle (Great Unclean One, Daemon Prince of Nurgle)

Stream of Bile	Daemonic, Nurgle	Recharge: 3	Difficulty: 
Resilience (To) vs. Target Defence	Target within close range		
☛ You spew a stream of diseased bile over the target. The attack inflicts 5 + Toughness damage, +1 critical			
☛☛ As above, and the target makes a Disease 2 check or is infected by a disease with the <i>Filth</i> or <i>Miasma</i> traits			
☛ The target suffers 1 fatigue and 1 stress		☠ Suffer 1 wound	
☛☛☛ +3 damage, +1 critical			
☞ A second target within close range of the main target is also affected			
☞☞ All enemies within close range of the main target are affected		☛ Suffer 1 wound. Place 2 recharge tokens on this action	

VOMIT	Monstrous	Recharge: 3	Difficulty: ■■	
Resilience (To) vs. Target Defence		Target within close range		
☛ You belche a sizzling stream of potent stomach acid at your unfortunate target. You hit the target for Toughness + 2 damage				
☛☛ As above, and the target must succeed at an Average (2d) Discipline check or immediately suffer a temporary insanity with the <i>Chaos</i> or <i>Trauma</i> trait				
☛ Ignore the target's soak value for this attack		☠ Suffer 1 wound		
☛☛ +1 damage				
☞ A second target within close range of the main target is also affected		✧ Place 2 additional recharge tokens on this action		

Used By: Giants & Trolls

VOMIT	Monstrous	Recharge: 3	Difficulty: ■■
Resilience (To) vs. Target Defence		Target within close range	
☛ The vile creature belches a sizzling stream of potent stomach acid at its unfortunate target. The attack inflicts critical damage			
☛☛ As above, and the target must succeed at an Average (2d) Discipline check or immediately suffer a temporary insanity with the <i>Chaos</i> or <i>Trauma</i> trait			
☛ +1 damage		☠ The troll suffers 1 wound	
☛☛ The troll recovers 1 wound			
☞ A second target within close range of the main target is also affected		☛ The troll suffers 1 wound. Place 2 additional recharge tokens on this action	

WARNING SHOT	Reaction, Teamwork	Recharge: 3	Difficulty: ■	
Ballistic Skill (Ag) vs. Target Defence		Ranged weapon, not engaged with an enemy, target within close range, target declares an action against an ally		
Special: If target is engaged with an ally add ■ to this attack				
☛ You hit for -2 damage and all allies in the engagement may remove 1 recharge token from any recharging action				
☛☛☛ As above, but your allies may remove 2 recharge tokens instead				
☛☛ Allies engaged with target may recover 1 stress		☠☠ Allies engaged with target suffer one stress		
☛ +2 damage		☛ An ally in the target's engagement suffers 1 wound due to your hasty aim		















Used By: NPCs (Specialist, Soldier), Skaven (Assassin, Gutter Runner, Stormvermin)

WARNING SHOT	Reaction, Teamwork	Recharge: 3	Difficulty: ■
Ballistic Skill (Ag) vs. Target Defence		Ranged weapon equipped, not engaged with an enemy, target within close range, target declares an action or spends a maneuver to move	
Special: If target is engaged with an ally add one ■ to this attack			
☛ You hit for -1 damage, startling your target. You may add ■■ to his declared action or force him to spend 1 additional fatigue per movement maneuver this turn			
☛☛☛ As above, but you hit for +1 damage			
☛☛ The target adds ■ to his next check			
☛☛ The target suffers 1 fatigue		☠☠ You startle any allies engaged with the target, causing each 1 stress and 1 fatigue	
☛☛ One ally within close range of the target gains □ to his next check			
☛ +1 critical damage		✧ All allies engaged with the target take 1 wound on account of your careless aim	


WARPSTONE THROWING STARS		Skaven, Clan Eshin	Recharge: 2	Difficulty: ■	C
Ballistic Skill (Ag) vs. Target Defence			Target within medium range. You use warpstone blades for the attack		
Special: Add ■ to this action if the target is beyond close range. Add ■ to this action if you are engaged with an enemy					
✎ You reveal a hidden throwing star of a bizarre warpstone alloy and hurl it at the target. The throwing star hits for Agility + 2 damage					
✎✎✎ The throwing star hits for Agility +3 damage, and the target must make an Average (2d) Resilience check or suffer 2 corruption. The target also suffers 1 corruption for each ✎ rolled					
✎ +1 critical					
✎✎ +1 critical, the attack gains Pierce 2			☠☠ You lose 1 Aggression die and 1 Cunning die from your dice budget		

Used By: Clan Eshin Skaven

WARPOSTONE THROWING STARS	Skaven, Clan Eshin	Recharge: 2	Difficulty: ■
Ballistic Skill (Ag) vs. Target Defence		Target within medium range	
Special: Add ■ to this action if the target is beyond close range. Add ■ to this action if the attacker is engaged with an enemy			
☞ The sneaky skaven reveals a hidden throwing star of a bizarre warpstone alloy and hurls it at the target. The throwing star hits for Agility + 3 damage			
☞☞ The throwing star hits for Agility +3 damage, and the target must make an Average (2d) Resilience check or suffer 2 corruption. The target also suffers 1 corruption for each ☞ rolled			
☞ +1 critical		☠☠ The attacker loses 1 aggression die and 1 cunning die	
☞☞ +1 damage, +1 critical			














WHIP STRIKE	Skaven, Dark Elf, Animal Handler	Recharge: 2	Difficulty: 	
Ballistic Skill (Ag) vs. Target Defence		Whip equipped, not engaged with an enemy, target within close range		
 You hit for normal damage				
  As above, and the target gains the Cowed condition for three rounds				
   As above, and the target gains the Entangled condition until freed. You may not use this action again whilst target is Entangled. You may release the target at any time, or the target (or an ally) can free himself with an Average (2d) Athletics or Coordination check as an action				
   You may force the target to drop an item held in either hand				
		 Your attack deals -2 damage		
		  Add 2 recharge tokens to this card		

Used By: Dark Elves












WHIP STRIKE	Skaven, Dark Elf, Animal Handler	Recharge: 2	Difficulty: 
Ballistic Skill (Ag) vs. Target Defence		Whip equipped, not engaged with an enemy, target within close range	
⚔ You hit the target for normal damage			
⚔⚔ You hit the target for +1 damage		☠ You inflict a wound on an ally within close range (GMs choice)	
⚔⚔⚔ You hit the target for +1 damage and he gains the Blinded condition until the end of the act		☠☠ Add 2 recharge tokens to this card	
⚔⚔⚔ You catch your opponent completely off-guard. He may not use reactions to this attack and his shield's soak value is ignored			





APPENDIX 4

SPELL ACTIONS








ARCANE BLAST	Daemonic, Tzeentch	Recharge: 3	Difficulty:  	
Spellcraft (Int) vs. Target Defence		Not engaged with target, target within medium range		
<p> Each creature within medium range either suffers 1 stress or fatigue or adds 2 recharge tokens to an action card without the Ongoing trait, his choice</p> <p> You hurl a bolt of dreadful arcane energy at your target. The attack inflicts Int + 6 damage and the target suffers 1 stress and 1 fatigue for each  generated</p> <p> As above, and the target gains the Ill-Fortuned condition for one round for each  generated by this check</p> <p> The target loses 2 power or 2 favour</p> <p> +1 critical per point of corruption afflicting the target</p> <p> The target suffers 1 corruption</p>		<p> The attacker suffers 1 wound</p> <p> The attacker suffers 1 critical wound</p>		










Used By: Greater Daemons of Tzeentch (Lord of Change, Daemon Prince of Tzeentch)

ARCANE BLAST	Daemonic, Tzeentch	Recharge: 3	Difficulty:  	
Spellcraft (Int) vs. Target Defence		Not engaged with target, target within medium range		
<p> The Greater Daemon hurls a bolt of dreadful arcane energy at its target. The attack inflicts Int + 8 damage and the target suffers 1 stress and 1 fatigue for each  generated by the check</p> <p> As above, and the target gains the Ill-Fortuned condition for one round for each  generated by this check</p> <p> The target loses 2 power or 2 favour</p> <p> The target gains the Exposed condition for one round for each point of corruption it has</p> <p> The target suffers 1 corruption</p>		<p> The attacker suffers 1 wound</p> <p> The attacker suffers 1 critical wound</p>		










ARCANE BOLT	NPC, Basic, Petty Magic, Rank 0	Recharge: 0	Difficulty: 	
Spellcraft (Int) vs. Target Defence		Target within medium range		
<p>Special: This action gains +1 difficulty if engaged with an enemy</p> <p> A glowing bolt of pure magic leaps from your staff or hand towards the target. The bolt strikes for 2+Int damage</p> <p> The attack inflicts 5+Int damage, and the target suffers 1 stress</p>				

Used By: NPCs (Wizard), Lesser and Greater Daemons

ARCANE BOLT	Basic, NPC, Petty Magic, Rank 0	Recharge: 0	Difficulty: 	
Spellcraft (Int) vs. Target Defence		Target within medium range		
<p>Special: This action gains +1 difficulty if engaged with an enemy</p> <p> A glowing bolt of pure magic leaps from the wizard's staff or hand towards the target. The bolt strikes for 2+Int damage</p> <p> The attack inflicts 4+Int damage, and the target suffers 1 stress</p> <p> The target's armour soak value is ignored for this attack</p> <p> +1 critical</p>		<p> The attacker suffers 1 wound</p> <p> The attacker suffers a miscast! Draw a card from the miscast deck and resolve the first line of the card</p>		

ARCANE EXPLOSION	Chaos, Tzeentch	Recharge: 3	Difficulty:  	
Spellcraft (Int) vs. Target Discipline (WP)		Target within close range		
<p>Special: Add  to the difficulty modifier for each enemy engaged with you</p> <p> You unleash a torrent of arcane energies that surge outward from your body! The attack inflicts Int + 5 damage, plus 1 wound to all enemies engaged with you</p> <p> The attack inflicts Int + 5 critical damage, plus 2 wounds to all enemies engaged with you</p> <p> Recover 1 stress or 1 fatigue per enemy engaged with you</p>		<p> Suffer 1 wound</p> <p> Suffer 1 wound</p>		








Used By: Enigmatic Disciples (Sorcerer of Tzeentch, Sorcerer Lord of Tzeentch)

ARCANE EXPLOSION	Chaos, Tzeentch	Recharge: 3	Difficulty:  	
Spellcraft (Int) vs. Target Discipline (WP)		Target within close range		
<p>Special: Add  to the difficulty modifier for each enemy engaged with the Sorcerer of Tzeentch</p> <p> The Sorcerer of Tzeentch unleashes a torrent of arcane energies that surge outward from its body! The attack inflicts Int + 5 damage, plus 1 wound to all enemies engaged with the Sorcerer of Tzeentch</p> <p> The attack inflicts Int + 5 critical damage, plus 2 wounds to all enemies engaged with the Sorcerer of Tzeentch</p> <p> Enemies engaged with the Sorcerer of Tzeentch suffer 1 fatigue</p> <p> +1 critical</p>		<p> The attacker suffers 1 wound</p> <p> The attacker suffers 1 wound</p>		

BLASPHEMOUS LITANY	Cultist, Ruinous Power	Recharge: 2	Difficulty: ♦	🛡️
Guile (Fel) vs. Target Discipline (WP)		Target within medium range		
Special: If you are within close range of at least three other cultists, reduce the difficulty modifier to ■				
🗡️ Your chanting corrupts the target's flesh! One random normal wound affecting the target becomes a critical wound				
🗡️🗡️ As above, and the target immediately suffers stress equal to the severity of the critical wound				
🗡️🗡️🗡️ The target's suffering is your gain. Heal 1 wound		💀 Suffer 1 wound		
👉 The attack has Terror 2		🌟 All cultists in close range (including the attacker) suffer 1 wound		



Used By: Cultists (Cult Leader)

BLASPHEMOUS LITANY	Cultist, Ruinous Power	Recharge: 2	Difficulty: ♦
Guile (Fel) vs. Target Discipline (WP)		Target within medium range	
Special: If the cult leader is within close range of at least three other cultists, reduce the difficulty modifier to ■			
⚔ The cult leader's chanting corrupts the target's flesh! One random normal wound affecting the target becomes a critical wound			
⚔⚔ As above, and the target immediately suffers stress equal to the severity of the critical wound			
⚔⚔⚔ The action affects one additional target within close range of the cult leader		☠ The attacker suffers 1 wound	
➡ The attack has Terror 2		✳ All cultists in close range (including the attacker) suffer 1 wound	


BREAKING THE WHEEL	Cultist, Tzeentch	Recharge: 4	Difficulty: 	
Guile (Fel) vs. Target Defence		Target within medium range		
 The Broken Wheel Leader invokes Tzeentch to corrupt his enemies. One random		normal wound affecting the target becomes a critical wound		
 As above, and the target suffers corruption equal to the critical wound's severity		rating		
 Enemies engaged with the Broken Wheel Leader suffer 1 corruption		 The attacker suffers 1 wound		
		 All Broken Wheel members in close range (including the attacker) suffer 1 wound		















Used By: Cultists (Broken Wheel Leader)

BREAKING THE WHEEL	Cultist, Tzeentch	Recharge: 4	Difficulty: ♦
Guile (Fel) vs. Target Defence		Target(s) within medium range	
Special: Add ■■ to the dice pool for each target beyond the first. This action is opposed by the best defence score amongst its targets			
⚔ You invoke Tzeentch to corrupt your enemies. One random normal wound affecting each target becomes a critical wound			
⚔⚔⚔ As above, and the targets suffer corruption equal to the critical wound's severity rating			
⚔ Enemies engaged with you suffer 1 corruption		☠ Suffer 1 wound	
		✳ All allies within close range (including you) suffer 1 wound	


















GRAND DECEPTION, THE	Daemonic, Tzeentch, Reaction	Recharge: 3	Difficulty: None	
None Required		Attacked by an enemy within medium range; see below		
Special: The Changeling must expend one Expertise from its budget to use this action. The Changeling performs this action on another character's turn, as a reaction to a Spell, Ranged Attack, or Melee Attack targeting the Changeling. The Changeling cannot use this reaction against Blessings				
Effect: Before rolling the incoming action's dice pool, add one  to the dice pool. If the action succeeds, the attacker suffers all effects and consequences of the action, equal to the effects the Changeling suffers. If the action fails, remove one recharge token from The Grand Deception				

Used By: Greater Daemons of Tzeentch (The Changeling)

GRAND DECEPTION, THE	Daemonic, Tzeentch, Reaction	Recharge: 3	Difficulty: None
None Required		Attacked by an enemy within medium range; see below	
Special: The Changeling must expend one Expertise from its budget to use this action. The Changeling performs this action on another character's turn, as a reaction to a Spell, Ranged Attack, or Melee Attack targeting the Changeling. The Changeling cannot use this reaction against Blessings			
Effect: Before rolling the incoming action's dice pool, add one  to the dice pool. If the action succeeds, the attacker suffers all effects and consequences of the action, equal to the effects the Changeling suffers. If the action fails, remove one recharge token from The Grand Deception			

MAGIC RIFT	Chaos, Tzeentch	Recharge: 2	Difficulty: 	
Spellcraft (Int) vs. Target Discipline (WP)		Must bear the Mark of Tzeentch or be a Servant of Tzeentch. Target within medium range		
Special: Add  to the difficulty modifier for each enemy engaged with the you				
 You tear a rip in the Winds of Magic, suffusing the target with raw magic energy. The target suffers 3 wounds, or wounds equal to his current power, whichever is higher				
  As above, and the target draws Miscast cards and resolves their effects as if he had cast an arcane spell that generated  				
   The target suffers 1 stress		 Suffer 1 wound		
 All enemies in medium range suffer 1 stress		 Lose 1 expertise from your budget		

Used By: Sorcerer of Tzeentch, Sorcerer Lord of Tzeentch

Magic Rift	Chaos, Tzeentch	Recharge: 4	Difficulty: 
Spellcraft (Int) vs. Target Discipline (WP)		Target within medium range	
Special: Add  to the difficulty modifier for each enemy engaged with the Sorcerer of Tzeentch			
 The sorcerer tears a rip in the Winds of Magic, suffusing the target with raw magic energy. The target draws Miscast cards and resolves their effects as if he had miscast an arcane spell that generated  			
  The target draws Miscast cards and resolves their effects as if he had miscast an arcane spell that generated    			
   The target suffers 1 stress		 The attacker suffers 1 wound	
 All enemies in medium range suffer 1 stress		 The attacker loses 1 expertise from its budget	

NURGLE'S KISS	Chaos, Nurgle	Recharge: 3	Difficulty:	
Spellcraft (Int) vs. Target Discipline (WP)		Target within medium range		
Special: Add to the dice pool for each enemy engaged with you				
You summon the power of Nurgle to infect your target with nauseating disease. The target must make a Disease 2 check				
As above, and the target suffers 1 fatigue, plus an amount of fatigue equal to the highest severity amongst critical wounds, diseases, symptoms, insanities, and mutations affecting him				
The target suffers 1 stress		Suffer 1 wound Suffer 1 wound		
Used By: Chaos Sorcerer of Nurgle, Doktor Festus				
NURGLE'S KISS	Chaos, Nurgle	Recharge: 3	Difficulty:	
Spellcraft (Int) vs. Target Discipline (WP)		Target within medium range		
Special: Add to the dice pool for each enemy engaged with the caster				
The sorcerer summons the power of Nurgle to infect his target with nauseating disease. The target suffers 1 fatigue, plus an amount of fatigue equal to the highest severity amongst critical wounds, diseases, symptoms, insanities, and mutations affecting him				
As above, and then the target must make a Disease 2 check				
The target suffers 1 stress		The attacker suffers 1 wound The attacker suffers 1 wound		
STORM SHROUD	NPC, Celestial Order, Ongoing	Recharge: 4	Difficulty:	
Spellcraft (Int)		4 power +1 power for each enemy engaged with Schulmann		
Special: Reduce the difficulty modifier by a number of misfortune dice equal to the stage the Stromdorf Storm Tracker is on.				
Effect: Winds swirl around Schulmann, protecting him while keeping his enemies at bay				
While this action is recharging, Schulmann's Soak and Defence values are increased by an amount equal to the current stage of the Stromdorf Storm Tracker				
As above, and add 2 additional recharge tokens on this action				
Enemies engaged with Schulmann suffer 1 fatigue		Schulmann suffers 1 wound		
Used By: NPCs (Niklas Schulmann, Wizard)				
STORM SHROUD	Celestial Order, Ongoing	Recharge: 4	Difficulty:	
Spellcraft (Int)		4 power, +1 power per rank of expertise. If you are engaged with an enemy, add to the dice pool		
Special: Reduce the difficulty modifier 1 or more if the weather is fierce or stormy, from for high winds or rain, up to for cataclysmic storms				
Effect: Winds swirl around you, protecting you while keeping your enemies at bay. While this action is recharging, your Soak and Defence values are increased by your expertise rating (regardless of how many expertise dice you have remaining)				
You cast the spell		Suffer 1 wound		
As above, and add 2 additional recharge tokens on this action				
Enemies engaged with you suffer 1 fatigue				
SWARM OF WHISPERS	Daemonic, Ruinous Power	Recharge: 3	Difficulty:	
Guile (Fel) vs. Discipline (WP)		Target within close range		
The imp fills the target's thoughts with doubts and fear. The target suffers the Perplexed condition while this action is recharging		The imp suffers the Perplexed condition while this action is recharging		
As above and the target suffers 1 stress for each Imp within close range		The imp suffers 1 wound		
The target suffers 1 temporary insanity with the Supernatural or Chaos trait				
Used By: Daemons (Imp)				
SWARM OF WHISPERS	Daemonic, Ruinous Powers, Ongoing	Recharge: 3	Difficulty:	
Guile (Fel) vs. Target Discipline (WP)		Target within close range		
The Imp fills the target's thoughts with doubts and fear. The target gains the Overwhelmed condition while this action is recharging.		You gain the Overwhelmed condition while this action is recharging		
As above, and the target suffers 1 stress per daemon within close range		Suffer 1 wound		
The target suffers 1 temporary insanity with the Supernatural or Chaos trait				
TZEENTCH'S FAVOUR	Daemonic, Tzeentch	Recharge: 3	Difficulty:	
Discipline (WP) vs. Target Toughness (To)		Not engaged with target, target within close range		
You attempt to bestow Tzeentch's dark gifts upon the target. The attack inflicts 1 wound and the target suffers 1 corruption				
The attack inflicts 1 critical wound, the target suffers corruption equal to the target's depth in his current stance, and you suffer 1 wound				
The target suffers 1 fatigue		Add 2 additional recharge tokens to this action		
The target suffers 1 stress		Suffer 1 critical wound		
Used By: Feathered Fiends (Coloured Fiends, Bobo)				
TZEENTCH'S FAVOUR	Daemonic, Tzeentch	Recharge: 3	Difficulty:	
Discipline (WP) vs. Resilience (To)		Not engaged with target, target within close range		
The fiend attempts to bestow Tzeentch's dark gifts upon the target. The attack inflicts 1 wound, the target suffers 1 corruption, and the attacker suffers 1 wound				
The attack inflicts 1 critical wound, the target suffers corruption equal to the target's stance depth, and the attacker suffers 1 wound				
The target suffers 1 stress		Add 2 additional recharge tokens to this action The fiend suffers 1 critical wound		

UNRAVEL REALITY	Daemonic, Tzeentch	Recharge: 3	Difficulty: ■■	🌀
Discipline (WP) vs. Target Discipline (WP)		Target within close range		
Special: If the target is suffering from corruption, add ■ to this check				
<ul style="list-style-type: none"> ✎ The target suffers 1 stress as the lines between real and unreal blur ✎✎ The target suffers stress equal to the target's stance depth ✎✎✎ As above, and the target gains 1 temporary insanity with the Supernatural or Chaos trait 		<ul style="list-style-type: none"> 🌀 The target may remove one recharge token from any of its cards 		
<ul style="list-style-type: none"> ➡ Remove 1 non-Basic action card from the target's action deck. He can't use that action until the end of the encounter, so badly has his grasp on reality faltered 				

Used By: Feathered Fiends (Coloured Fiends, Bobo)

UNRAVEL REALITY	Daemonic, Tzeentch	Recharge: 3	Difficulty: ■■	
Discipline (WP) vs. Discipline (WP)		Target within close range		
Special: If the target is suffering from corruption, add ■ to this check				
<ul style="list-style-type: none"> ✎ The target suffers 1 stress ✎✎ The target suffers stress equal to the target's stance depth ✎✎✎ As above, and the target suffers 1 temporary insanity with the Supernatural or Chaos trait 		<ul style="list-style-type: none"> 🌀 The target may remove one recharge token from any of its cards 🌀🌀 The fiend loses 1 die from its Cunning budget 		
<ul style="list-style-type: none"> ✎✎ The target must make a Hard (3d) Resilience check to avoid gaining corruption 		<ul style="list-style-type: none"> ✎ The fiend loses 1 die from its Cunning budget 		

VEIL OF TRICKERY	Chaos, Tzeentch, Support, Ongoing	Recharge: 4	Difficulty: ◆	🌀
Spellcraft (Int)		Must bear the Mark of Tzeentch or be a servant of Tzeentch		
Special: Add ■ to the difficulty modifier for each enemy engaged with you				
Effect: Enigmatic energies surround you, making you difficult to see or understand. While this action is recharging, you gain ■ to Stealth and Guile checks, and other characters add ◆ to Observation or Intuition checks with you as the target				
<ul style="list-style-type: none"> ✎ You cast the spell ✎✎✎ As above, and while this card is recharging, any action targeting you that generates one or more ✎ resolves those ✎ as if the attacker had miscast an arcane spell 				
<ul style="list-style-type: none"> ✎ Add 1 die to your Cunning budget 		<ul style="list-style-type: none"> 🌀 Lose 1 die from your Cunning budget 		









Used By: Enigmatic Disciples (Herald of Tzeentch)

VEIL OF TRICKERY	Chaos, Tzeentch, Support	Recharge: 4	Difficulty: ◆	
Spellcraft (Int)		None		
Special: Add ■ to the difficulty modifier for each enemy engaged with you				
<ul style="list-style-type: none"> ✎ You surround yourself with enigmatic energies. While this action is recharging, gain +1 Defence and +1 Soak ✎✎✎ As above, and while this card is recharging, any action targeting you that generates one or more ✎ resolves those ✎ as if the attacker had miscast an arcane spell 		<ul style="list-style-type: none"> 🌀 Lose 1 die from your Cunning budget 		
<ul style="list-style-type: none"> ✎ Enemies engaged with you gain the Demoralised condition while this ability is recharging ✎ Enemies engaged with you gain the Exposed condition while this ability is recharging 		<ul style="list-style-type: none"> ✎ Enemies engaged with you may disengage for free 		








APPENDIX 5







SUPPORT ACTIONS

BESTIAL HOWL	Beastman, Monstrous, Trauma	Recharge: 4	Difficulty: None	🕒
Intimidate (str) vs. Target Discipline (WP) Special: The check is opposed by the highest Willpower among enemies in the engagement. Each opponent in the engagement with Discipline trained adds ■ to the dice pool 🗡 Each enemy in the engagement suffers 1 stress 🗡🗡 As above, but 2 stress instead 🗡🗡 Add 1 Cunning die to your dice budget 🗡🗡🗡 Spurred on by your example, an ally within close range of the target engagement may either make a <i>Basic Melee Attack</i> or perform a free manoeuvre immediately				
Used By: Beastmen (Gor, Wargor), Beasts				
BESTIAL HOWL	Beastman, Monstrous, Trauma	Recharge: 4	Difficulty: None	
Intimidate (str) vs. Target Discipline (WP) Special: The beastman targets an engagement within close range. The check is opposed by the highest Willpower among enemies in the engagement. Each opponent in the engagement with Discipline trained adds one ■ to the dice pool 🗡 The engaged enemies each suffer 1 stress 🗡🗡 As above, but 2 stress 🗡🗡🗡 Up to two beastmen within close range of the engagement may immediately join the engagement as a free manoeuvre				
🗡 An unengaged opponent within close range of you may immediately engage you as a free manoeuvre 🗡 An opponent in the targeted engagement may safely leave the engagement as a free manoeuvre. Or an unengaged opponent within close range of the acting beastman may immediately engage the beastman as a free manoeuvre				
CHAOS INCARNATE	Daemonic, Ruinous Power	Recharge: 3	Difficulty: ♦	🕒
Discipline (WP) check 🗡 The Chaotic nature of the daemons begins to warp reality around it, creating panic in nearby targets, making the daemon more difficult to oppose. While this action is recharging, all enemies engaged with the daemon add ■ to their skill checks 🗡🗡 While this action is recharging, all enemies within close range of the daemon add ■ to their skill checks 🗡🗡🗡 While this action is recharging, all enemies within close range of the daemon add ■■ to their skill checks 🗡🗡 Add 1 additional recharge token 🗡🗡🗡 The daemon and all targets engaged with it suffer the Weakened condition while this action is recharging				
Used By: Daemons				
CHAOS INCARNATE	Daemonic, Ruinous Power	Recharge: 3	Difficulty: ♦	
Discipline (WP) check 🗡 Your Chaotic nature begins to warp reality around you, creating panic in nearby targets, making you more difficult to oppose. While this action is recharging, all enemies engaged with you add ■ to their skill checks 🗡🗡 While this action is recharging, all enemies within close range of you add ■ to their skill checks 🗡🗡🗡 As above, and all enemies within close range suffer 1 fatigue and 1 stress 🗡🗡 Add 1 additional recharge token to this action 🗡🗡🗡 You and all targets engaged with you gain the Sluggish condition for 2 rounds				
CLOAK OF DRAGONSCALES	Dark Elf, Active Defence	Recharge: 5	Difficulty: None	🛡
No Check Required Special: While this card is recharging, add ■ to the dice pool of any Ranged Attacks of which you are a target Effect: After you have been declared the target of a Ranged Attack, add 4 recharge tokens to this card to add ♦ to the action's dice pool. During your next turn, you may not spend fatigue to perform manoeuvres				
Used By: Dark Elves				
CLOAK OF DRAGONSCALES	Dark Elf, Active Defence	Recharge: 5	Difficulty: None	
No Check Required Special: While this card is recharging, add ■ to the dice pool of any Ranged Attacks of which you are a target Effect: After you have been declared the target of a Ranged Attack, add 5 recharge tokens to this card to add ♦ to the action's dice pool. During your next turn, you may not spend fatigue to perform manoeuvres				






COME, FACE ME!	Ongoing, Taunt	Recharge: 4	Difficulty: 	
Leadership (Fel) vs. Target Discipline (WP)		The target can hear and understand you		
Special: If your allies outnumber the target's allies, add  to the dice pool				
Effect: You challenge the target to face you in combat, impugning his honour, manhood, length of beard, or anything else you can think of. While this action is recharging, the target suffers 2 stress at the end of any round in which he is not engaged with you. If you move away from the target, this action recharges immediately				
 You successfully proclaim your challenge		 Your target gains the Inspired condition while this card is recharging		
 As above, and if the target attacks one of your allies, he adds  to the dice pool				
 Your target gains the Rattled condition while this card is recharging				






Used By: NPCs, Skaven, Chaos (Chaos Warrior), Beastmen

COME, FACE ME!	Ongoing, Taunt	Recharge: 4	Difficulty: 
Leadership (Fel) vs. Target Discipline (WP)		The target can hear and understand you	
Special: If your allies outnumber the target's allies, add  to the dice pool			
Effect: You challenge the target to face you in combat, impugning his honour, manhood, length of beard, or anything else you can think of. While this action is recharging, the target suffers 2 fatigue at the end of any round in which he is not engaged with you. If you move away from the target, this action recharges immediately			
 You successfully proclaim your challenge		 Your target gains the Inspired condition while this card is recharging	
 As above, and if the target attacks one of your allies, he adds  to the dice pool			
 Your target gains the Demoralised condition while this card is recharging			






DARK EXPERIMENT	Chaos, Nurgle, Ongoing	Recharge: 5	Difficulty: 	
Education (Int) vs. Target Resilience (To)		Engaged with target		
Special: Reduce the difficulty modifier by  if the target is securely restrained. This action completely recharges as soon as Doktor Festus disengages from the target, makes an attack, or uses an Active Defence				
 Doktor Festus injects his foul-smelling poisons into h subject of his experiment. Each time a recharge token is removed from this action, the target suffers 1 fatigue				
 As above, and when this action recharges the target must make a Disease check with a difficulty equal to the amount of fatigue he suffered during this action				
 The target gains a temporary insanity with the <i>Chaos</i> or <i>Trauma</i> trait. Each time a recharge token is removed from this card, add a tracking token to this insanity				





Used By: NPCs (Doktor Festus, Specialist) Cultists of Nurgle

DARK EXPERIMENT	Chaos, Nurgle, Ongoing	Recharge: 5	Difficulty: 
Education (Int) vs. Target Resilience (To)		Engaged with target. You must have a variety of depraved medical tools at hand	
Special: Reduce the difficulty modifier by  if the target is securely restrained. This action completely recharges as soon as you disengage from the target, make an attack, or use an <i>Active Defence</i>			
 You inject your foul-smelling poisons into the subject of your experiment. Each time a recharge token is removed from this action, the target suffers 1 fatigue			
 As above, and when this action recharges the target must make a Resilience (To) check with a difficulty equal to the amount of fatigue he suffered during this action to resist corruption			
 The target gains a temporary insanity with the <i>Chaos</i> or <i>Trauma</i> trait. Each time a recharge token is removed from this card, add a tracking token to this insanity			

DEATHLY PRESENCE	Undead, Ongoing	Recharge: 4	Difficulty: 	
Intimidate (St) vs. Target Discipline (WP)		Target within medium range		
Special: While this action is recharging, undead in this encounter cause Terror rather than Fear.				
 A chill wind seems to blow through the area. The target suffers 1 stress				
 The target suffers 2 stress				
 The target gains an Insanity with the <i>Supernatural</i> or <i>Trauma</i> trait				

Used By: Undead


DEATHLY PRESENCE	Undead, Ongoing	Recharge: 4	Difficulty: 
Intimidate (St) vs. Target Discipline (WP)		Target within medium range. You must have a Fear or Terror rating	
Special: While this action is recharging, undead in this encounter cause Terror rather than Fear.			
 A chill wind seems to blow through the area. The target suffers 1 fatigue			
 The target suffers 2 fatigue			
 The target gains an Insanity with the <i>Supernatural</i> or <i>Trauma</i> trait		 All PCs within close range may remove 1 recharge token from 1 of their actions	

DO YOU KNOW WHO I AM?	NPC, Social, Ongoing	Recharge: 4	Difficulty: 	
Charm (Fel)		Target within medium range		
🔥 The noble converses with the target, flaunting his station and superior birth. While this card is recharging, the noble gains  to all Fellowship-based skill checks				
🔥🔥 While this card is recharging, the noble gains  to all Fellowship-based skill checks				
🔥 Add 1 recharge token to this action				
🔥🔥 While this card is recharging, the noble benefits from the Invigorated condition		💀 Remove 1 recharge token from this action		
		⚡ The noble suffers the Cowed condition for 2 rounds		

Used By: NPCs


Do You Know Who I Am?	NPC, Social, Ongoing	Recharge: 4	Difficulty: ■■
Charm (Fel)		You must have real or perceived social status and an audience to impress with it	
Effect: You drop a few key names and otherwise flaunt your superior station and birth. While this card is recharging, you gain □ to all checks (especially Fellowship checks) where your social status is relevant, and those of lesser station suffer ■ to checks that target you			
🔥 You invoke the effect		💀 Suffer 1 stress	
🔥🔥🔥 As above, but your bonus is increased to ■			
🔥🔥 When targeted by a Charm, Guile, or Intimidate check that fails, you may remove a recharge token from this action to have the active character suffer 1 stress			

ENCHANTING VISAGE	Forest Spirit, Social, Ongoing	Recharge: 1	Difficulty: None	
Guile (Fel or Ag) vs Target Discipline (WP)		Targets in medium range. If you are unobserved, add  to the dice pool		
Special: You may use Fellowship or Agility for this test. Your Guile is opposed by the highest Willpower score amongst targets in medium range				
Effect: You radically change your appearance while this card is recharging, becoming a beautiful maiden, an entrancing light, or some other beautiful and mysterious image appropriate to your size and environment. You cannot simulate specific people, animals, or objects, and the change is only an illusion. You do not cause Fear or Terror while you wear the visage, but when the visage drops your Fear or Terror rating (if any) increases by 1 for 1 round. You may recharge this action completely as a manoeuvre				
 You change your form				
Used By: Forest Spirits (Dryad)				
ENCHANTING VISAGE	Forest Spirit, Social, Ongoing	Recharge: 4	Difficulty: ■	
Guile (Fel or Ag) vs Target Discipline (WP)		Target in medium range and can see you		
Special: You may use Fellowship or Agility for this action				
Effect: The target no longer sees your true form, but instead a pleasant and lovely illusion of your choice while this action is recharging. In order to target you with an action you do not wish to be affected by, the target must pass a Willpower check opposed by your Guile. On a failure, he suffers 1 stress and loses his action				
 You affect the target's mind as described above		 You gain the Exposed condition while this card is recharging		
   As above, and the target is Perplexed while this action is recharging				
  You may affect a second target with WP no higher than the first				
GRACE UNDER PRESSURE	NPC, Basic, Ongoing	Recharge: 5	Difficulty: ■	
Discipline (WP)		Engaged with target		
Special: While this action is recharging, Expert NPCs may remove ■ from one of their own dice pools (before rolling) by removing one recharge token from this action				
 The NPC's focus narrows on his area of expertise. The action resolves successfully				
   As above, and add 1 recharge token to this action				
   Add 1 recharge token to this action		  The NPC suffers 1 stress		
Used By: NPCs (Expert)				
GRACE UNDER PRESSURE	NPC, Basic, Ongoing	Recharge: 4	Difficulty: ■■	
Discipline (WP)		Engaged with target		
Special: While this action is recharging, you may remove ■ from one of your own dice pools (before rolling) by removing 1 recharge token from this action				
 Your focus narrows to your area of expertise, blocking out outside distractions and successfully resolving this action				
  Add  to your next action		  Suffer 1 stress		
  Add  to your next action				
IMPERIOUS MANNER	Social	Recharge: 4	Difficulty: ◆	
Willpower vs. Target Discipline (WP)		Target within medium range, target can understand you		
Effect: Schulmann uses his inflated ego and superior status (real or only imagined) to put the target in his place. This may involve a snide comment, or nothing more than an artfully arched eyebrow				
 Place 1 recharge token on each Social action the target has recharging. While this action is recharging, skill checks that target Schulmann suffer ◆				
   As above, and the target suffers 2 stress				
 Schulmann recovers 1 stress and gains 1 power		 Schulmann suffers 1 stress		
Used By: NPCs (Niklas Schulmann, Noble)				
IMPERIOUS MANNER	Social	Recharge: 4	Difficulty: ◆	
Willpower vs. Target Discipline (WP)		Target within medium range, target can understand you		
Effect: You use your inflated ego and superior status (real or only imagined) to put the target in his place. This may involve a snide comment, or nothing more than an artfully arched eyebrow. While this action is recharging, Charm, Guile, and Intimidate checks that target you gain ◆				
 The target suffers 1 stress, you cad!				
   As above, and place 1 recharge token on each Social action the target has recharging.				
 Recover 1 stress		 Suffer 1 stress		
 Gain 1 Cunning die				
INDUCE PANIC	Swarm	Recharge: 4	Difficulty: ■■	
Intimidate (St) vs Target's Discipline (WP)		Target within close range. Your target must be outnumbered or swarmed		
 Your sheer numbers strikes fear in your enemy's heart. The target suffers 1 stress				
    The target suffers 1 stress and 1 fatigue				
  The target gains the Cowed condition for 2 rounds		  The target may immediately make a free Basic Melee Attack against you or move to engage you		
Used By: All creatures				
INDUCE PANIC	Swarm	Recharge: 4	Difficulty: ■■	
Intimidate (St) vs Target's Discipline (WP)		Target within close range. Your target must be outnumbered or swarmed		
 Your sheer numbers strikes fear in your enemy's heart. The target suffers 1 stress				
    The target suffers 1 stress and 1 fatigue				
   The target gains the Overwhelmed condition for 2 rounds		  You suffer 1 wound		

PRICE OF KNOWLEDGE, THE	Cultist, Ruinous Power, Tzeentch	Recharge: 3	Difficulty: ♦	
Guile (Fel) vs. Target Discipline (WP)		Within close range of the target		
Special: If a member of the Cult of the Broken Wheel is engaged with the target, reduce the difficulty modifier to ■				
☞ The Cult members use their unfathomable insights to confuse, rattle, and impair their opponents. The target moves 1 space toward a neutral stance, and whenever a recharge token is removed from this power, the GM places it on one of the target's actions				
☞☞ As above, and add 2 recharge tokens to this action				
☞ Add 1 recharge token to this action		☠ The target may immediately perform a manoeuvre after the this action ✧ The attacker suffers 1 wound		










Used By: Cultists (Cult of the Broken Wheel)

PRICE OF KNOWLEDGE, THE	Cultist, Ruinous Power, Tzeentch	Recharge: 3	Difficulty: ♦
Guile (Fel) vs. Target Discipline (WP)		Within close range of the target	
Special: If one of your allies is engaged with the target, reduce the difficulty modifier to ■			
☞ You use your unfathomable insights to confuse, rattle, and impair your opponent. The target moves 1 space toward a neutral stance, and whenever a recharge token is removed from this power, the GM places it on one of the target's actions			
☞☞☞ As above, and add 2 recharge tokens to this action			
☞ The target suffers 1 stress		☠ The target may immediately perform a manoeuvre after you complete this action ✧ The target may immediately remove 1 recharge token from 1 of his actions	








PRONOUNCEMENTS OF DOOM	Shaman, Leader, Ongoing	Recharge: 5	Difficulty: ■■	
Guile (Fel) vs Highest Target Discipline (WP)		Targets must be within medium range and able to hear and understand you		
☛ You threaten the targets by painting a vision of their eventual wretched fates, confounding them and bolstering the courage of your allies. While this card is recharging enemies gain the Demoralised condition				
☛☛ As above, and enemies gain the Rattled condition as well				
☛ Recover 1 stress or 1 fatigue		☠ Suffer 1 stress		
☛☛ While this card is recharging allies gain the Inspired condition		☛ While this card is recharging add ■ to any actions you perform		




















Used By: Beastmen, Greenskins, NPCs

Pronouncements of Doom	Leader, Shaman, Ongoing	Recharge: 5	Difficulty: ■■■
Guile (FEL) vs Highest Target Discipline (WP)		Targets must be within medium range and able to hear and understand you	
☛ You threaten the targets by painting a vision of their eventual wretched fates, confounding them and bolstering the courage of your allies. While this card is recharging enemies gain the Demoralised condition		☠ Suffer 1 stress	
☛☛ As above, and enemies gain the Cowed condition as well		☠☠ While this card is recharging you and your allies gain the Demoralised condition	
☛ Recover 1 stress or 1 fatigue			
☛☛ While this card is recharging allies gain the Inspired condition		☼ While this card is recharging add ■ to any actions you perform	














QUALITY WORK	NPC, Ongoing	Recharge: 4	Difficulty: 	
Varies by Task		Target within medium range		
Special: While this action is recharging, a Specialist NPC may remove one recharge token from this action to re-roll one  from any check based on his area of expertise. Each die may only be re-rolled once per check				
 The specialist shows why he is a master of his chosen craft. The action resolves successfully				
 As above, and the specialist may choose to re-roll one  , as well, by removing one recharge token				
 Add 2 recharge tokens to this action		 The specialist suffers 1 wound  Remove 1 recharge token from this action		

Used By: NPCs (Specialists)

QUALITY WORK	NPC, Ongoing	Recharge: 4	Difficulty: 
Special (See Below)		You may require the tools of your trade or reference materials, according to the situation	
Special: You may use this action with any skill except for Ballistic Skill or Weapon Skill. Whichever skill you use to make the check determines which skill checks this action can affect			
Effect: You steel yourself and make preparations so that you can excel in your chosen field. While this action is recharging, anytime you use the chosen skill you may choose to completely recharge this action and add  to the check			
 You use the action successfully			
 As above, and add  to all checks with the chosen skill while this action is recharging			
 Gain 1 Cunning die		 Lose 1 Cunning die	

RAISE THE DEAD	Vampire, Necromancy, Undead	Recharge: 4	Difficulty: 	
Leadership (Fel)	Corpses within range. Add  to your dice pool if you are engaged with an enemy			
Effect: You call forth the dead to serve you. Recently deceased within medium range become zombies.				
 You raise one undead creature		 Your next action gains 		
  You raise two creatures				
    You raise three creatures				
 If this action is successful, an additional creature is raised				
   All raised undead get an immediate free manoeuvre				
   Instead of medium range, this action may affect corpses within long range				


Used By: Undead (Vampire), Cultists

RAISE THE DEAD	<i>Necromancy, Undead, Vampire</i>	Recharge: 4	Difficulty: 
Leadership (Fel)	Corpses within range. Add   to your dice pool if you are engaged with an enemy		
Effect: You call forth the dead to serve you. Recently deceased within Medium range become zombies. The long-dead, skeletons. For each success and each boon you can raise one undead creature			
 You raise the dead	 Suffer one wound		
  All raised undead get an immediate free manoeuvre	  Suffer one wound		
  Instead of medium range, this action may affect corpses within long range	 Your next action gains 		

RELENTLESS HORDE	Swarm	Recharge: 5	Difficulty: ♦♦
Resilience (To)	Not engaged with an enemy		
✦ You pull back from the fray and marshal your strength, regaining 1 wound	☠ Your defence is reduced by 1 until the end of the round		
✦✦✦ You regain 1 wound and may perform a free manoeuvre			
✦✦ You regain 1 wound			
➡ You regain 1 wound			

Used By: Swarms

RELENTLESS HORDE	Swarm	Recharge: 4	Difficulty: ♦
Resilience (To)	Not engaged with an enemy		
✦ You pull back from the fray and marshal your strength, regaining 1 wound	☠☠ Add 1 recharge token to this action		
✦✦ You regain 1 wound			









RESIST THE LURE	Social, Active Defence	Recharge: 2	Difficulty: None	
No Check Required		Willpower 3+		
Special: If you have Charm trained, add an additional ■ to the action's dice pool				
Effect: After you have been declared the target of a Social action or Charm check that targets your Discipline, add 2 recharge tokens to this card to add ■ to the action's dice pool				

Used By: NPCs

RESIST THE LURE	<i>Social, Active Defence</i>	Recharge: 2	Difficulty: None
No Check Required	Willpower 3+		
Special: If you have Charm trained, add an additional ■ to the action's dice pool			
Effect: After you have been declared the target of a Social action or Charm check that targets your Discipline, add 2 recharge tokens to this card to add ■ to the action's dice pool			

RUN-RUN!		Skaven, Rally	Recharge: 4	Difficulty: ■	🌙
Stealth (Ag) vs. Target Observation (Int)			Must be equipped with a smoke bomb or similar device		
Special: Add ■ to this action for each opponent you attempt to hide from. This check is opposed by the highest Intelligence score amongst enemies observing you					
☘ You hurl a smoke bomb at your feet and dashes into cover. Affected enemies cannot see or target you with their next action			☠☠ You lose 1 Aggression and 1 Cunning die		
☘☘☘ As above, and the next Observation check that targets you this act gains ♦					
☘☘ You gain □□ to your next Stealth (Ag) check					
☘☘☘ You gain 1 Aggression and 1 Cunning die			✧ Suffer 1 wound		









Used By: Skaven, Greenskins (Goblin), NPCs (Ruffians, Townsfolk)

RUN-RUN!	Skaven	Recharge: 4	Difficulty: 
Stealth (Ag) vs. Target Observation (Int)		Must be equipped with a smoke bomb	
Special: Add  to this action for each opponent the attacker attempts to hide from			
 The skaven hurls a smoke bomb at its feet and dashes into cover. Affected enemies cannot see or target the skaven with their next action		 The skaven loses 1 aggression and 1 cunning die	
 The skaven gains  to its next Stealth (Ag) check		 The skaven suffers 1 wound	
 The skaven gains 1 aggression and 1 cunning die			

TALLY OF PESTILENCE*Daemonic, Nurgle, Ongoing***Recharge: 6****Difficulty:**   

Education (Int)

None











Special: Epidemius adds  to his dice pool for every disease suffered by every character within long range of him**Effect:** Epidemius peruses his tally of poxes and pandemics in order to increase the power of Nurgle's worshippers and to weaken his enemies' resistance to disease. While this action is recharging, Epidemius and all followers of Nurgle within long range of him recover 1 wound at the end of each round, and all other characters within long range of him add  to Resilience checks The tally takes effect  As above, and all followers of Nurgle within long range add  to Spellcraft checks while this action is recharging All characters within long range suffer 1 corruption per disease they are afflicted with Epidemius gains the Perplexed condition for 5 rounds

Used By: Greater Daemons of Nurgle (Epidemius)

TALLY OF PESTILENCE*Daemonic, Nurgle, Ongoing***Recharge: 6****Difficulty:**   






Education (Int)

None



Effect: While this action is recharging, all followers of Nurgle within long range recover 1 wound at the end of each round, and all other characters within long range add  to Resilience checks The tally takes effect    As above, and each enemy character within close range must make a Disease X check, where X is the amount of Cunning dice used to enhance this action (maximum 3)  Each enemy character within close range suffers 1 fatigue Lose 1 die from your Cunning dice budget All characters within long range suffer 1 corruption per disease they are afflicted by**TREE SINGING***Forest Spirit, Ongoing***Recharge: 4****Difficulty:** 

Discipline (WP)

You must be within woodland terrain





Effect: This enchantment causes roots and branches to scratch and trip the enemies of the Forest Spirit. While this card is recharging all enemies in medium range must spend one extra manoeuvre to complete all movement actions. The enchantment takes effect.  You gain the Overwhelmed condition while this action is recharging  Add two recharge tokens to this card

Used By: Forest Spirits

TREE SINGING*Forest Spirit***Recharge: 3****Difficulty:**  

Discipline (WP)

You must be within woodland terrain

Effect: This enchantment causes roots and branches to scratch and trip the enemies of the Forest Spirit. While this card is recharging all enemies within your medium range must spend one extra manoeuvre to complete all movement actions. The enchantment takes effect. You suffer one wound Enemies within medium range suffer 1 fatigue Enemies within medium range suffer 1 wound



APPENDIX SIX

CREATURE STATS

The *Creature Vault* includes information and statistics for many of the creatures of the Old World in a new, handy card format. For those who prefer a more traditional approach or a reference table, the stats for all the new monsters introduced in *The Creature Guide*, as well as those originally presented in the Core Set, are presented here.

The creatures are listed by category first, then alphabetically within each category. The key abilities are also summarised, making this a handy reference for a quick lookup or comparison. At the end of this appendix, all creature data is listed alphabetically in a master chart.

Some of the creatures on stat cards or listed in tables here or elsewhere may have originally appeared in different products. For an easy way to identify which product a creature originally appeared in, refer to the set icon list shown below and on various pages where content from multiple sources may appear.

MANAGING MONSTERS

The Old World is filled with a veritable menagerie of creatures, both mundane and fantastic, from the brutal, feral beastmen to the ravaging greenskins, from gigantic, abominable versions of normal creatures to the subtle enemy within—human cultists. The breadth and variety of potential enemies is virtually unlimited. This section presents information on a wide range of enemies that heroes may encounter over the course of their adventures. Complete rules for managing creatures and encounters can be found in the *Game Master's Guide*. A summary of the rules are provided here for convenience.

ENEMY STATISTICS

Enemies in *Warhammer Fantasy Roleplay* have a diverse range of abilities. Many of the same elements apply to enemies as to player characters – for example, enemies and PCs both have characteristics, wound thresholds, and an assortment of actions they can

⊙ WFRP Core Set ⊠ Adventurer's Toolkit ⊕ The Gathering Storm ♣ Game Master's Toolkit ♣ Winds of Magic
⊕ Edge of Night ♣ Signs of Faith ♣ The Creature Guide / Creature Vault ⊕ Player's Vault ♣ Game Master's Vault

perform. There are some important differences, however, to help the Game Master track information and manage large numbers of foes more easily.

Enemies have the same six characteristics as player characters do: Strength, Toughness, Agility, Intelligence, Willpower, and Fellowship. These form the basis of dice pools for enemies just like they do for player characters. Despite these similarities, enemies have several attributes and interesting rules that are unique to them for use during encounters.

The enemy statistics shown represent the standard version of each described creature. In addition to standard creatures, *Warhammer Fantasy Roleplay* provides rules for developing and managing henchmen versions of creatures. GMs can modify the statistics to give their creatures a unique feel.

DAMAGE, SOAK, AND DEFENCE

Listed along with each entry's characteristics are separate Damage, Soak, and Defence values for that type of NPC or monster. These are identified by small icons. These values serve the same function as they do for weapons and armour, as described in Chapter Ten of the *WFRP Player's Guide*.



Damage Rating



Defence Rating



Soak Value

These numbers represent the default values assuming that the NPC listed is outfitted with typical gear or trappings for a creature of its kind. If the GM wishes to customise the encounter and provide specific equipment or other gear, replace the numbers in parentheses with the replacement equipment's actual values—such as damage rating, critical rating, and any special traits or abilities that may apply.

WEAPONS, ARMOUR, AND VALUES

Every weapon has two values that are important to every attack made using that weapon: damage rating (DR) and critical rating (CR). A weapon's DR is added to the key characteristic for the attack to determine the overall damage potential of the attack. A weapon's CR is the number of boons required to trigger that weapon's inherent critical damage effect. A weapon with a CR of 3 can be considered to have the effect:

■■■■ The attack deals critical damage.

Armour also has two values that are important to the combat sequence: a defence value and a soak value. The defence value indicates how many misfortune dice will be added to any attack targeting anyone wearing that armour. The soak value is added to toughness to find the total damage reduction against each attack. Sometimes non-player characters have additional defence or soak values from other sources, such as shields or special abilities. These values are cumulative.

More information on weapons, armour, and their various traits can be found in Chapter 10 of the *WFRP Player's Guide*.

WOUND THRESHOLDS

Each creature entry has a wound threshold listed, indicating the maximum number of wounds a standard creature of that type can withstand before being defeated. Enemies do not suffer stress or fatigue the way player characters do. An effect that would force an enemy to suffer stress or fatigue inflicts an equal number of wounds upon it instead.

STANCE

Like player characters, many NPCs take advantage of stances. Unlike the PCs, an NPC's stance position is fixed. The stance rating listed with the NPC's statistics indicate what stance that NPC always uses. Conservative is abbreviated with a green coloured C and Reckless is abbreviated with a red coloured R. The number next to the letter indicates how many dice are converted into stance dice. So a Stance rating of **C2** indicates the NPC uses two conservative dice when performing actions.

ENEMY THREAT LEVEL

Each monster entry has a threat level rating listed with its description. This rating is represented by a number of skulls—the more skulls listed, the greater the threat posed by one standard creature of that type. It is important to note that this threat level rating compares monsters to other monsters, not to player characters. This rating helps establish a rough “pecking order” among the creatures of *Warhammer Fantasy Roleplay*.

The GM can use this information to adjust encounters by evaluating how a particular group of characters fares against creatures of a certain threat level. If the group struggles, the GM may consider using creatures with a lower threat level. If the group finds little challenge with a particular type of creature, the GM can consider using creatures of a higher threat level.

In addition to adjusting encounters based on creatures' threat levels, the GM has a number of other options to help tailor encounters to his group's preferences and power level.

AGGRESSION, CUNNING, AND EXPERTISE

In addition to their characteristic ratings, monsters and NPCs are rated in three attributes—Aggression, Cunning, and Expertise. These ratings are abbreviated A/C/E in the statistic entries. These attributes make it easier to read and evaluate monster entries by broadly defining the physical and mental abilities beyond just characteristics, without listing skills or talents that may not come into play during an encounter.

The attribute ratings indicate how many bonus dice the GM can use for the NPCs during encounters for certain actions. The type of dice and actions relating to each attribute is explained below. These ratings give the GM a “budget” of dice to add to checks, allowing NPCs and monsters to have a lot of variety and some tricks up their sleeves. Once all the dice for a particular attribute have been used, no more dice are available for that purpose for the remainder of the current act. The A/C/E dice budget refreshes during the Rally Step between acts in episodes.

+ **Aggression:** The Aggression rating indicates the number of fortune dice the GM can use when performing combat-oriented actions or other physical tasks with that monster or NPC. Any number of these fortune dice can be used for a single check. Aggression is a general indicator of an enemy's physical prowess, boldness, and vigour.

+ **Cunning:** The Cunning rating indicates the number of fortune dice the GM can use when performing social actions or other mental tasks with that monster or NPC. Any number of these fortune dice can be used for a single check. Cunning is a general indicator of an enemy's mental acuity, instincts, and creativity.

+ **Expertise:** The Expertise rating indicates the number of expertise dice the GM can apply to any checks he wishes. No more than one expertise die can be added to any one check. Expertise is a general indicator of an enemy's training, resourcefulness, and aptitude.

USING DICE BUDGETS DEFENSIVELY

In addition to their uses when the NPCs are the active player, the GM can spend dice from the A/C/E allotment to resist player actions. This allows NPCs to add misfortune dice to players' dice pools during opposed checks, even though most NPCs do not have trained skills or specialisations the way player characters do.

Aggression dice can be spent to modify a physical action dice pool, such as an incoming melee attack. Cunning dice can be spent to modify a mental action dice pool, such as a spell or Guile check targeting the creature. Each die spent from the corresponding budget adds ■ to the check.

Aggression and cunning can also be used to modify initiative checks. If it is a physical encounter or combat, where initiative is determined by Agility, then NPCs/creatures can spend dice from their Aggression budget to add □ to an initiative roll. If it is a social encounter or other encounter where Fellowship determines initiative, then the NPCs/creatures can spend dice from their Cunning budget to add □ dice to an initiative roll.

CREATURE & NPC STATISTIC TABLES

NAME	CHARACTERISTICS						ATTRIBUTES		
CREATURE	ST	TO	AG	INT	WP	FEL	A/C/E	WOUNDS	STANCE
BOAR	5(4)	6(2)	5(1)	1	4	1	6/0/1	15	R2
GIANT SPIDER	4(4)	4(3)	4(2)	2■	3	1	3/3/2	12	C2
GIANT WOLF	4(4)	4(2)	5(2)	2■	3	1	4/3/2	13	C2
	DAMAGE	SOAK	DEFENCE	FORTUNE DICE					

Each entry features a table with the statistics for the creatures shown. One row contains all the information for a single type of adversary.

Name. The name of the adversary. Special actions may refer to this name to indicate which creatures of a certain type can perform that action.

Characteristics. These six characteristics are identical to the characteristics PCs have. The numbers in parentheses after the numbers are the Damage, Soak, and Defence Values for the adversary. In some formats, these are represented with the following icons:



Damage



Soak



Defence

Fortune Dice: Some characteristics are followed by white fortune dice. These dice are added to checks based on that characteristic.

Attributes. The A/C/E listing is an abbreviation for the entry's Aggression, Cunning, and Expertise, which provide a budget of dice the GM can use to customise encounters.

Wounds. Once a standard creature has suffered this many wounds, he is defeated. A henchman can only withstand wounds equal to its Toughness rating.

Stance. This abbreviation indicates how many characteristic dice from the creature's dice pool are converted into stance dice before making a check.

BEASTS

CREATURE	ST	TO	AG	INT	WP	FEL	A/C/E	WOUNDS	STANCE
BOAR	5 (4)	6 (2)	3 (1)	1	4	1	6/0/1	15	R2
COCKATRICE	4 (4)	4 (2)	5 (2)	2	3	1	3/3/2	12	C1
COLD ONE	5 (4)	4 ■ (3)	2 (2)	1	3	1	4/0/1	14	C1
DRAGON	7 ■ (3)	8 (3)	5 (2)	8	7 ■	6	8/6/6	40	C2
FENBEAST	6 ■ (5)	5 ■ (2)	2 (1)	1	3	1	5/0/1	18	C1

BEAST ABILITY

Instinctive: Beasts may use Willpower instead of Intelligence when attempting Observation checks.

BOAR ABILITIES ☠☠☠

Fast: Boars require only 1 manoeuvre to move between medium range and long range, and 2 manoeuvres to move between long and extreme range.

COCKATRICE ABILITIES ☠☠☠☠

Flight: A cockatrice does not need to perform a manoeuvre to disengage from opponents before moving. It can move away from engaged opponents as if it were not engaged with them, unless they can also fly.

Frightening: The cockatrice causes Fear 2

Petrification: To avoid meeting the creature's gaze, a character may choose to add ♦ to any of his attacks or actions targeting the cockatrice. If the character chooses not to accept this penalty, his attack actions and similar checks targeting the creature gain:

✧ The character is turned to stone!

COLD ONE ABILITIES ☠☠☠☠

Frightening: A cold one causes Fear 2.

Stupid: If a cold one scores a ✧ when making any check, it cannot perform any manoeuvres or actions during its next turn.

Fast: Cold ones require only 1 manoeuvre to move between medium range and long range, and 2 manoeuvres to move between long and extreme range.

DRAGON ABILITIES ☠☠☠☠☠☠☠☠

Flight: A dragon does not need to perform a manoeuvre to disengage from opponents before moving. It can move away from engaged opponents as if it were not engaged with them, unless they can also fly.

Terrifying: Dragons cause Terror 3.

Flaming Retribution: Attacks from characters engaged with or within close range of a dragon gain:

✧ Suffer 1 wound, plus 1 additional wound per ☠ as a tongue of flame licks out from the creature's maw.

FENBEAST ABILITIES ☠☠☠☠☠

Terrifying: A fenbeast has Terror 2.

Fenwalker: A fenbeast may ignore terrain-based manoeuvre penalties and up to two ■ misfortune dice penalties to movement and actions performed while in marshy terrain.

Regeneration: A fenbeast in marshy terrain recovers 1 normal wound at the end of each of its End of Turn phases. Regeneration does not work during a round when the fenbeast is wounded by fire.

No Will: If a fenbeast is not within extreme range of a controlling sorcerer, it collapses into its component parts and is destroyed.



BEASTS

CREATURE	ST	TO	AG	INT	WP	FEL	A/C/E	WOUNDS	STANCE
GIANT SPIDER	4 (4)	4 (3)	4 (2)	2 ■	3	1	3/3/2	12	C2
GIANT WOLF	4 (4)	4 (2)	5 (2)	2 ■	3	1	4/3/2	13	C1
GRIFFON	6 (5)	6 (3)	4 (2)	2	6	1	5/4/3	18	C2
HARPY	3 (4)	3 (2)	5 (2)	2	4	2	5/4/3	13	R1
MANTICORE	6 (5)	6 (3)	4 (2)	2	4	1	5/2/2	18	R3
WYVERN	7 (5)	7 (3)	3 (2)	2	3	1	4/2/2	24	R1

GIANT SPIDER ABILITIES ☠☠☠☠

Fast: Giant spiders require only 1 manoeuvre to move between medium range and long range, and 2 manoeuvres to move between long and extreme range.

Wall-crawlers: Giant spiders can move up and down vertical surfaces with ease, and ignore terrain-based manoeuvre penalties and up to two ■■ misfortune dice penalties to movement and actions performed while in any adverse terrain.

Terrifying: Giant spiders cause Terror 1.

Poison: When a giant spider inflicts a critical wound, the target suffers fatigue equal to the severity of the critical wound.

GIANT WOLF ABILITIES ☠☠☠

Fast: Giant wolves require only 1 manoeuvre to move between medium range and long range, and 2 manoeuvres to move between long and extreme range.

GRIFFON ABILITIES ☠☠☠☠☠

Terrifying: A griffon causes Terror 2.

Flight: A griffon does not need to perform a manoeuvre to disengage from opponents before moving. It can move away from engaged opponents as if it were not engaged with them, unless they can also fly.

HARPY ABILITIES ☠☠☠

Frightening: A harpy has Fear 1.

Flight: A harpy does not need to perform a manoeuvre to disengage from opponents before moving. It can move away from engaged opponents as if it were not engaged with them, unless they can also fly.

MANTICORE ABILITIES ☠☠☠☠☠

Terrifying: A manticore causes Terror 3.

Flight: A manticore does not need to perform a manoeuvre to disengage from opponents before moving. It can move away from engaged opponents as if it were not engaged with them, unless they can also fly.

Uncontrollable: Manticore mounts are notoriously unreliable. The manticore rider must attempt an **Average (2d) Ride check** each round as a manoeuvre to control the beast. If the check fails, the creature gains the Frenzy condition and all future attempts to control the beast become Hard (3d).

Poisonous Tail: When a wyvern inflicts a critical wound, the target suffers fatigue equal to the critical wound's severity.

WYVERN ABILITIES ☠☠☠☠☠☠

Terrifying: A wyvern causes Terror 3.

Flight: A wyvern does not need to perform a manoeuvre to disengage from opponents before moving. It can move away from engaged opponents as if it were not engaged with them, unless they can also fly.

Poisonous Tail: When a wyvern inflicts a critical wound, the target suffers fatigue equal to the critical wound's severity.



BEASTMEN

CREATURE	ST	TO	AG	INT	WP	FEL	A/C/E	WOUNDS	STANCE
GOR	5 (4)	5 ■ (2)	4 (1)	3	3 ■	2	4/2/1	12	R1
MINOTAUR	7 ■ (6)	6 ■ (4)	4 (2)	3	3 ■	2	6/2/2	18	R3
UNGOR	4 (4)	4 ■ (1)	4 (0)	3	3	2	3/3/1	8	N/A
WARGOR	6 ■ (5)	6 (3)	4 (2)	3	3 ■	2	6/2/2	16	R2

SPECIAL BEASTMAN RULES

Ambush: When rolling for initiative, each beastman group adds one expertise die to its check. When beastmen act during an encounter, add one fortune die to all combat actions they take against opponents who have not acted yet during the encounter.

Unruly: When critically wounded, beastmen lose their discipline. Whenever a beastman becomes critically wounded, remove one Aggression, Cunning, and Expertise die from that group's allotment.

GOR ☠☠☠ **UNGOR** ☠☠

MINOTAUR ABILITIES ☠☠☠☠☠

Frightening: Minotaurs cause Fear 3.

Bloodgreed: Driven by its thirst for violence, when a minotaur kills an opponent, it may perform a manoeuvre to feast on its victim's remains. If it does so, the minotaur heals one normal wound and gains 1 Aggression die. If the minotaur does not succumb to its bloodgreed, it loses 1 Aggression.

Bloodlust: Minotaurs deal +1 damage when they hit an enemy who is critically wounded.

WARGOR RULES ☠☠☠☠

Frightening: Wargors cause Fear 2.

Man-bane: Wargor and any beastmen units engaged with a Wargor gain ■ and +1 damage to their *Melee Attacks* against human opponents.

CHAOS

CREATURE	ST	TO	AG	INT	WP	FEL	A/C/E	WOUNDS	STANCE
CHAOS SPAWN	6 (5)	6 (2)	6 (0)	2	1 ■	1	5/0/1	14	R1
CHAOS WARRIOR	6 ■ (6)	6 ■ (3)	3 (2)	3	5	2	6/2/2	18	R3
DRAGON OGRE	7 ■ (6)	6 ■ (2)	2 (1)	3	4	2	6/2/2	20	R2
FORSAKEN	6 (5)	6 (2)	3 (1)	2 ■	2 ■	1 ■	6/0/2	16	R6
MARAUDER	4 ■ (4)	4 ■ (2)	4 (1)	3	3 ■	2	4/2/1	10	R1
SHAGGOTH	8 ■ (7)	8 (2)	2 (1)	3	6	2	6/3/3	24	R2

CHAOS SPAWN ABILITIES ☠☠☠☠

Eldritch Physiology: Chaos Spawn do not suffer critical wounds. Any critical wounds inflicted are treated as normal wounds.

Flailing Appendages: After a Chaos Spawn completes a *Melee Attack*, roll ■. On a ♠ result, the Chaos Spawn may immediately perform a *Basic Melee Attack*. It may continue to perform additional *Basic Melee Attacks* until this special die roll does not produce a ♠ result.

Terrifying: Chaos Spawn cause Terror 2.

CHAOS WARRIOR ABILITIES ☠☠☠☠☠

Masters of Warfare: Chaos Warriors have 1 rank of Weapon Skill and Resilience trained.

Frightening: Chaos Warriors cause Fear 2.

DRAGON OGRE ABILITIES ☠☠☠☠☠

Frightening: Dragon Ogres cause Fear 2

FORSAKEN ABILITIES ☠☠☠☠

Berserk Rage: A Forsaken must always move towards and attack any enemy it is aware of, if possible. It will never retreat from combat. A Forsaken's attacks inflict +1 damage for each ♠ exertion symbol generated by the attack's dice pool.

Mutant Monstrosity: A Forsaken may possess one or more mutations, drawn at random from the Mutation card deck. Also, its hands have mutated into razor-sharp talons. Its *Melee Attacks* have a Critical Rating of 2, and the Vicious quality.

Frightening: Forsaken cause Fear 2

MARAUDER ☠☠☠

DRAGON OGRE SHAGGOTH ABILITIES ☠☠☠☠☠☠☠

Master of the Tempest: When encountered in the open, attacks that target a Shaggoth from medium range or closer gain:

✱ The attacker is struck by a bolt of lightning and suffers 2 wounds! Each time this occurs, the Shaggoth gains 1 Aggression.

Terrifying: Dragon Ogre Shaggoths cause Terror 3

CULTISTS

CREATURE	ST	TO	AG	INT	WP	FEL	A/C/E	WOUNDS	STANCE
CULT FOLLOWER	3(3)	3(1)	3(0)	3	3■	3	2/2/1	8	C1
CULT MUTANT	3■(3)	4■(2)	3(1)	3	3	2	4/2/1	14	R1
CULT LEADER	3(4)	4■(1)	3(1)	4■	4	4■	3/6/3	12	R1

CULT FOLLOWER ☠☠

CULT LEADER ABILITIES ☠☠☠

Venomous Lies: Cult leaders have Guile and Intimidate trained.

CULT MUTANT ABILITIES ☠☠☠

Unwholesome Mutations: Cult Mutants cause Fear 1. A cult mutant may have between 1 to 4 random mutations.

DAEMONS

CREATURE	ST	TO	AG	INT	WP	FEL	A/C/E	WOUNDS	STANCE
FLESH HOUND	6(5)	5(3)	2(1)	2	4■	1	6/0/2	16	R2
FURY	3■(3)	4(1)	4(1)	3	2	2	3/3/1	12	C1
IMP	2(2)	3■(2)	4■(2)	3■	3	3	2/5/1	7	C1

FLESH HOUND ABILITIES ☠☠☠☠☠

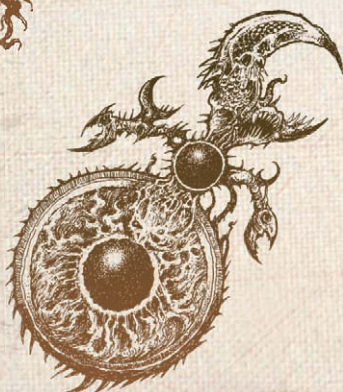
Horrific Fiend: Flesh hounds cause Terror 1.

Instinctive: May use Willpower instead of Intelligence when attempting Observation checks.

FURY ABILITIES ☠☠

Flight: A fury does not need to perform a manoeuvre to disengage from opponents before moving. Furies can move away from engaged opponents as if not engaged unless the opponent can also fly.

IMP ☠



DARK ELVES

CREATURE	ST	TO	AG	INT	WP	FEL	A/C/E	WOUNDS	STANCE
ASSASSIN	4 (5)	3 (3)	5 ■ (2)	3	4	3	5/4/3	15	C1
CORSAIR	3 (5)	3 (3)	4 (1)	3	2	2	4/3/2	10	R1
WITCH ELF	3 ■ (4)	3 (1)	4 ■ (3)	3	4	1	6/1/2	12	R3

SPECIAL DARK ELF RULES

Eternal Hatred. The dark elves are filled with loathing for every other species. They gain □ to all *Melee Attack* and *Ranged Attack* actions targeting non-Dark Elf humanoids.

Night Vision: Two fewer ■■ misfortune dice are added to a dark elf's dice pool for any effects from darkness or lack of light.

ASSASSIN ABILITIES ☠☠☠

Assassin Training: Assassins have Weapon Skill and Stealth trained. They have two ranks trained in Guile.

Poison: When an assassin inflicts a critical wound, the target suffers fatigue equal to the critical wound's severity.

CORSAIRS ☠☠☠

WITCH ELF ABILITIES ☠☠☠☠

Frightening: Witch elves cause Fear 1.

Poison: When a witch elf inflicts a critical wound, the target suffers fatigue equal to the critical wound's severity.

Frenzied: Witch elves are always Frenzied. All stance dice are reckless dice. *Melee Attacks* gain: ♠ Deal +2 damage, in addition to the regular ♠ effects

FOREST SPIRITS

CREATURE	ST	TO	AG	INT	WP	FEL	A/C/E	WOUNDS	STANCE
DRYAD	4 (4)	5 ■ (3)	4 (2)	3	3	3	6/3/1	13	R3
TREE KIN	6 (5)	6 ■ (4)	4 (0)	3	3	2	6/2/1	18	R2
TREEMAN	8 ■ (6)	8 ■ (5)	1 (0)	4	4	2	2/1/1	24	C5
SPITE	1 (2)	1 (0)	5 ■ (3)	3	2	4	1/4/1	2	R1

SPECIAL FOREST SPIRIT RULES

Forest Walk: Forest Spirits may ignore all terrain-based manoeuvre and up to ■■ misfortune penalties to movement and actions performed while in woodland terrain.

DRYAD ABILITIES ☠☠☠

Frightening: Dryads cause Fear 2 when in their war-form.

TREE KIN ABILITIES ☠☠☠☠

Terrifying: Tree kin cause Terror 2.

Flammable: If a tree kin suffers critical damage from a flaming attack, it suffers extra damage equal to the critical's severity rating.

TREEMEN ABILITIES ☠☠☠☠☠

Terrifying: Treemen cause Terror 3.

Flammable: If a treeman suffers critical damage from a flaming attack, it suffers extra damage equal to the critical's severity rating.

SPITE ABILITIES ☠

Flight: A spite does not need to perform a manoeuvre to disengage from opponents before moving. It can move away from engaged opponents as if it were not engaged with them, unless they can also fly.



GIANTS & TROLLS

CREATURE	ST	TO	AG	INT	WP	FEL	A/C/E	WOUNDS	STANCE
GIANT	8■(6)	7(1)	3(1)	2	3	2	5/1/2	22	C2
RIVER TROLL	7■(5)	6(1)	2(1)	1	4	1	5/0/2	19	R1
STONE TROLL	7■(5)	6(3)	2(1)	1	3	1	5/0/2	18	R1

GIANT ABILITIES ☠☠☠☠☠

Reach: A giant may use *Melee Attack* actions against targets it is not engaged with at close range.

Terrifying: Giants cause Terror 2

Watch Out! After a giant is defeated, all characters engaged with it must roll one ♦ challenge die. Any character that rolls ✕ is crushed by the giant as it falls to the ground and suffers one wound. A character rolling ☆ is crushed more severely, suffering a critical wound.

RIVER TROLL ABILITIES ☠☠☠☠☠

Regeneration: During the End of Turn Phase, a river troll recovers one normal wound. Regeneration does not work during a round in which it was harmed by fire.

Frightening: River trolls cause Fear 2.

STONE TROLL ABILITIES ☠☠☠☠☠

Magic Resistance: *Spell* actions targeting a stone troll gain ♦

Regeneration: During its End of Turn Phase, a stone troll recovers one normal wound. Regeneration does not work during a round in which it was harmed by fire.

Frightening: Stone trolls cause Fear 2.

GREENSKINS

CREATURE	ST	TO	AG	INT	WP	FEL	A/C/E	WOUNDS	STANCE
BLACK ORC	6 ■ (7)	6 ■ (3)	3 (2)	2	4 ■	2	6/1/2	18	R2
GOBLIN	3 (4)	3 (1)	4 (0)	3 ■	2	3	2/4/1	9	C1
ORC	5 ■ (5)	5 ■ (2)	3 (1)	2	3 ■	2	6/1/2	14	R2
SNOTLING	2 (3)	2 (0)	4 ■ (1)	3	2	3	2/2/0	5	C1
SQUIG	4 (5)	4 ■ (0)	5 (0/2)	2	2	1	6/2/0	15	R2

BLACK ORC ABILITIES ☠☠☠☠

Stomp Da' Stunties: Orcs hate dwarfs and gain ■ on all *Melee Attacks* made against dwarf targets.

We Iz Bigga! Black Orcs have Weapon Skill and Resilience trained. While a Black Orc is critically wounded, its *Melee Attacks* inflict +1 damage.

GOBLIN ABILITIES ☠☠

Skittish: If greenskins do not outnumber enemies in an engagement, goblins gain ■ to all actions.

ORC ABILITIES ☠☠☠

Stomp Da' Stunties: Orcs hate dwarfs and gain ■ on all *Melee Attacks* made against dwarf targets.

SNOTLING ABILITIES ☠

Skittish: If greenskins do not outnumber enemies in an engagement, snotlings gain ■ to all actions.

SQUIG ABILITIES ☠☠☠

Bouncin' Ball o' Death: If a Squig performs a move manoeuvre during its turn, it receives +2 defence until its next action.



NPCs, BASIC & EXPERT

CREATURE	ST	TO	AG	INT	WP	FEL	A/C/E	WOUNDS	STANCE
NOBLE	3 (3)	3 (1)	3 (0)	3	3 ■	4 ■	3/4/1	13	C1
RUFFIAN	3 ■ (3)	3 (1)	3 ■ (0)	2	3	2	3/3/1	14	R2
SOLDIER	3 ■ (4)	3 ■ (2)	3 (1)	3	3	3	5/2/1	15	C1
TOWNSFOLK	3 (3)	3 ■ (1)	3 (0)	3	3 ■	3	4/3/0	10	R1

DWARF NPC ABILITIES

Dwarf NPC Profile: For a quick Dwarf NPC, take any one of the generic NPC profiles and modify it as follows: +1 Strength, +1 Toughness, -1 Agility, +1 Aggression die to it's A/C/E budget.

Ancestral Grudge: A dwarf NPC adds ■ to all *Melee Attack* and *Ranged Attack* actions he makes against greenskins, and against any target that has wounded him. This bonus lasts until the end of the encounter.

Night Vision: Two fewer misfortune ■■ dice are added to a dwarf NPC's dice pool for any affects from darkness or lack of sufficient light.

Resolute: Dwarfs are renowned for their grim determination. Dwarf NPCs gain ■ to all Discipline and Resilience checks.

HIGH ELF NPC ABILITIES

High Elf NPC Profile: For a quick High Elf NPC, take any one of the generic NPC profiles and modify it as follows: +1 Agility, +1 Intelligence, +1 Cunning die to it's A/C/E budget.

Erudite: High elf NPCs possess the Education skill.

Composure: High elf NPCs may be assigned a Focus talent card. For each group of similar high elf NPCs, choose a Focus talent. The talent can be used by any high elf NPC in the encounter.

Night Vision: Two fewer misfortune ■■ dice are added to a high elf NPC's dice pool for any effects from darkness or lack of sufficient light.

Valour of Ages: When facing their fallen kin the Dark Elves, High Elf NPCs gain ■■ to Discipline and Resilience checks.

REIKLANDER NPC ABILITIES

Adaptable: When running an encounter with Reiklander NPCs, the GM can either increase their Aggression and Cunning by 1, or increase their Expertise by 1.

Favoured by Fate: Once per session, a Reiklander NPC can add ■ ■ to any single check.

WOOD ELF NPC ABILITIES

Wood Elf NPC Profile: For a quick Wood Elf NPC, take any one of the generic NPC profiles and modify it as follows: +1 Agility, +1 Willpower, +1 Aggression die to it's A/C/E budget.

Forest Walk: Wood elf NPCs may ignore terrain-based manoeuvre penalties and up to two misfortune ■■ dice penalties to movement and actions performed while in woodland terrain.

Nature Bond: Wood elf NPCs gain a ■ fortune dice to combat initiative, as well as Observation and Stealth checks while they are in woodland terrain.

Night Vision: Two fewer misfortune ■■ dice are added to a wood elf NPC's dice pool for any effects from darkness or lack of sufficient light.

BASIC NPCs

NOBLE ☠

RUFFIAN ☠☠

SOLDIER ☠☠

TOWNSFOLK ☠

EXPERT NPCs

MERCHANT ☠

PRIEST ☠

SPECIALIST ☠

WIZARD ☠☠

CREATURE	ST	TO	AG	INT	WP	FEL	A/C/E	WOUNDS	STANCE
MERCHANT	2 (3)	3 (1)	3 (0)	3 ■	3 ■	4 ■	0/5/3	11	C2
PRIEST	3 (3)	3 (1)	3 (0)	3	4 ■	4 ■	3/3/1	12	C1
SPECIALIST	3 (3)	3 ■ (1)	3 (0)	3 ■	4 ■	3	3/3/2	12	C2
WIZARD	3 (3)	3 (1)	3 (0)	4 ■	4 ■	3	2/4/1	12	R1

SKAVEN

CREATURE	ST	TO	AG	INT	WP	FEL	A/C/E	WOUNDS	STANCE
CLANRAT	3 (3)	3 (1)	4 ■ (0)	3	3	3	2/3/1	9	C1
CLAN ESHIN ASSASSIN	5 (5)	4 (2)	7 ■ (3)	4	4	3	4/6/3	11	R2/C2
GUTTER RUNNER	3 (4)	3 (2)	5 ■ (2)	3 ■	3	3	2/4/2	10	C2
PACKMASTER	3 (3)	3 (2)	4 ■ (0)	3	3	3	2/3/1	9	C1
PLAGUE MONK	3 (3)	4 (1)	4 ■ (0)	3	3	3	3/3/1	10	C2

SKAVEN RULES

Keen Senses: Skaven have a well-developed sense of smell. Skaven add ■ to Observation checks where the sense of smell provides an advantage.

CLANRAT ☠☠

CLAN ESHIN ASSASSIN ABILITIES ☠☠☠☠

Warpstone Poison: When an assassin inflicts a critical wound, the target suffers fatigue equal to the severity of the critical wound.

Speedy Skaven: Clan Eshin Assassins have the Improved Dodge action card.

A Killer, Not a Leader: Assassins do not contribute anything when determining the morale of a group of skaven.

CLAN MOULDER PACKMASTER ABILITIES ☠☠

Moulder Beasts: While one or more Packmaster is within close range of an allied beasts or swarms, the beast or swarm gains □ on all checks made against the Packmaster's enemies.

CLAN PESTILENS PLAGUE MONK ABILITIES ☠☠☠

Disease: If playing with Disease rules, a plague monk is afflicted with at least one disease—plague monks invariably carry infections with them. This will normally be some strain of the Red Pox or Black Death, but may be something else if the GM wishes. The plague monk does not suffer from the effects of the disease—though it will display the symptoms and may well pass it on to those it encounters!

CLAN SKRYRE POISON WIND GLOBADIERS ☠☠☠

Protective Gear: Globadiers wear elaborate masks, goggles, and cumbersome breathing apparatus in order to protect themselves from their own gas. Globadiers gain ■■ to Resilience checks to resist the effects of inhaled poisons, gases, or diseases.

The gear is encumbering, and globadiers must add ■ to all Strength, Toughness, and Agility checks they make.

GUTTER RUNNERS ABILITIES ☠☠☠

Poison: When a gutter runner inflicts a critical wound, the target suffers fatigue equal to the severity of the critical wound.

RAT OGRES ABILITIES ☠☠☠☠☠

Terrifying: Rat ogres cause Terror 2.

Fearsome Claws: Rat ogre *Melee Attacks* have Pierce 2.

SKAVENSLAVE ABILITIES ☠

Skittish: If skaven do not outnumber enemies in an engagement, skavenslaves gain ■ to all actions.

Expendable: Do not count the deaths of skavenslaves for the purposes of calculating the morale of a group of skaven.

Desperate: Skavenslaves are often at their most dangerous when running away. A skavenslave whose morale has been broken becomes R1 rather than C1.

STORMVERMIN ABILITIES ☠☠☠☠

Bred to Kill: Stormvermin have Weapon Skill and Resilience trained.

CREATURE	ST	TO	AG	INT	WP	FEL	A/C/E	WOUNDS	STANCE
POISON WIND GLOBADIERS	3 (3)	3 (3)	4 ■ (0)	3	3	3	2/3/1	9	C1
RAT OGRE	7 (5)	6 (2)	2 (1)	2	4	1	8/0/1	18	R3
SKAVENSLAVE	2 (3)	3 (1)	4 ■ (0)	3	2	3	1/2/0	8	C1
STORMVERMIN	4 (6)	3 (4)	4 ■ (0)	3	3	3	4/3/2	12	R1/C1

SWARMS

CREATURE	ST	TO	AG	INT	WP	FEL	A/C/E	WOUNDS	STANCE
BAT SWARM	4 (3)	5 (2)	4 (2)	1	3	1	4/2/1	19	R2
INSECT SWARM	3 (3)	4 (3)	5 (1)	1	3	1	3/2/1	17	C1
RAT SWARM	4 (3)	5 (3)	3 (1)	1	3	1	3/2/1	19	R1

SWARM SPECIAL RULES

Overwhelming: *Melee Attacks* by swarms gain:

- The target must make a Discipline check against Fear 1

Night Vision: Two fewer ■■ are added to a swarm's dice pool for any affects from darkness or lack of sufficient light.

Implacable Horde: Because swarms are masses of small creatures, they are immune to many game effects that would affect a humanoid. Swarms cannot be knocked prone or immobilised, and actions that force a target to move involuntarily (such as Knock-back Shot) have no effect on swarms. Swarms are also unaffected by fear and terror, and might be exempt from other conditions based on psychology at the GM's discretion. Swarms do not need to use a manoeuvre to disengage from an opponent; they are free to move away from an engagement at will. If it is unclear how an action might affect a swarm, the GM has the final say in resolving the situation.

Swarm Vulnerability: Attacks with the Blast quality or that target an entire engagement ignore a swarm's inherent soak value. The movement of non-flying swarms might be inhibited by water, fire or other obstacles if the GM deems it appropriate.

Tiny Creatures: Swarms do not suffer the effects of critical wounds, but instead suffer additional wounds equal to the severity rating of any critical they receive.

BAT SWARM ABILITIES ☠☠☠

Swift Fliers: While flying, a bat swarm requires only 1 manoeuvre to move between medium and long range, and two manoeuvres to move between long and extreme range. A bat swarm does not need to perform a manoeuvre to disengage from opponents before moving. It can move away from engaged opponents as if it were not engaged with them, unless they can also fly.

Frightening: A swarm of huge bats is a horrific sight. Bat swarms cause Fear 1.

INSECT SWARM ABILITIES ☠☠☠

Poison: Insect swarms attack with venomous stings and bites. When an insect swarm inflicts a critical wound, the target suffers fatigue equal to the critical wound's severity.

RAT SWARM ABILITIES ☠☠☠

Filthy Vermin: Rat swarms sometimes carry diseases. If you are playing with the disease rules from Signs of Faith, each time a rat swarm inflicts a critical wound, the target must pass a **Hard (3d) Resilience check** to avoid contracting a disease.



UNDEAD

CREATURE	ST	TO	AG	INT	WP	FEL	A/C/E	WOUNDS	STANCE
CAIRN WRAITH	4■(7)	3(3)	4(2)	1	3	1	4/2/2	14	R2
CRYPT GHOUL	4■(4)	4(2)	3■(1)	3	3■	1	5/0/2	13	R1
SKELETON	3(4)	3(1)	3(1)	1	3	1	5/0/2	8	C1
SPIRIT	1(0)	3(4)	4■(2)	1	4	2	2/2/2	8	C2
TOMB BANSHEE	4(3)	4(3)	4(2)	2	3■	1	2/4/2	12	R1
VAMPIRE	7(5)	6(3)	5(3)	5	6■	5■	6/4/5	18	C2/R2
ZOMBIE	4(4)	4(0)	2(0)	1	3	1	5/1/2	10	C2

SPECIAL UNDEAD RULES

Fear of Undeath: Unless noted otherwise, undead cause Fear 1. This becomes Fear 2 if the undead outnumber their foes.

Dead Earnest: Undead are unaffected by fear and terror, and might be exempt from other conditions based on psychology at the GM's discretion.

Shambling: Skeletons, Crypt Ghouls, and Zombies cannot voluntarily suffer fatigue (or wounds) to give themselves extra movement manoeuvres unless there is a controlling force or focus of great necromantic power within long range. That controlling force (such as a powerful vampire, necromancer, or wight lord) may choose to suffer stress to give its minions additional movement manoeuvres.

Night Vision: Two fewer ■■ are added to an undead creature's dice pool for any affects from darkness or lack of sufficient light.

CAIRN WRAITH & TOMB BANSHEE ABILITIES ☠☠☠☠

Ethereal: Cairn wraiths and tomb banshees can pass through solid objects and against non-magical or non-divine effects, their Soak Value is increased by their Willpower rating. If defeated by non-magical or non-divine means, the creature may rise next time Morrslieb ascends. Finally, their attacks ignore the defence rating of the target's armour.

CRYPT GHOULS ☠☠☠

SKELETON ABILITIES ☠☠

All Bones: Skeletons do not suffer critical wounds. Any critical wounds inflicted are treated as normal wounds.

SPIRIT ABILITIES ☠☠☠

Ethereal: Spirits can pass through solid objects and against non-magical or non-divine effects, their Soak Value is increased by their Willpower rating. If defeated by non-magical or non-divine means, the creature may rise next time Morrslieb ascends. Finally, their attacks ignore the defence rating of the target's armour.

VAMPIRE ABILITIES ☠☠☠☠☠☠

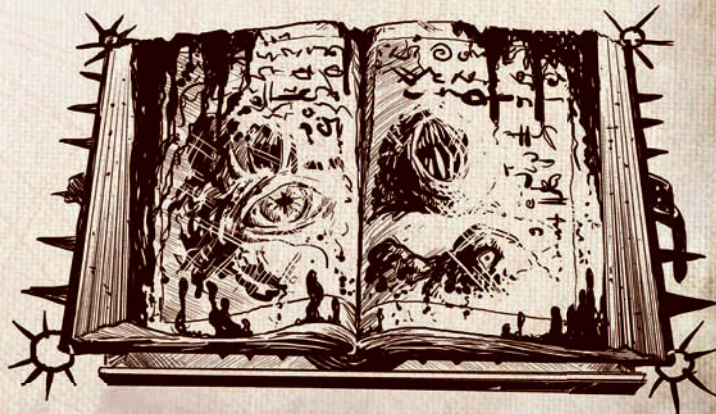
Dead Calm: Effects that target a vampire's Willpower add ♦♦ to their pools. They are also able to 'turn off' their natural ability to cause Fear, whenever they wish.

Blood Pool: Vampires can drink the blood of their victims to replenish their strength and regain Expertise dice. This is tracked using the Undead enemy sheet. A vampire has access to a number of Expertise dice equal to its current Blood Pool. Every time a vampire spends an expertise die, its Blood Pool token should be moved down by one space.

The *Melee Attack* actions and the special *Beguile* action performed by a vampire gain:

☠☠ Advance the vampire's Blood Pool token one space

ZOMBIES ☠☠



MASTER CREATURE TABLES

CREATURE	☠	CATEGORY	ST	TO	AG	INT	WP	FEL				A	C	E	♥	STANCE	SET
Foaldeath	4	Beastmen	4□	5	4	5	4□	3□□	4	1	1	5	6	3	14	R1/C3	☉
Gor	3	Beastmen	5	5□	4	3	3□	2	4	2	1	4	2	1	12	R1	☉
Izka Madtooth	4	Beastmen	6□	6	4	3	3□	2	7	3	2	6	2	2	18	R2	☉
Madtooth Gor	3	Beastmen	5	5□	4□	3	3	2	4	2	1	4	3	1	12	R1	☉
Minotaur	5	Beastmen	7□	6□	4	3	3□	2	6	4	2	6	2	2	18	R3	☉
Ungor	2	Beastmen	4	4□	4	3	3	2	4	1	0	3	3	1	8	N/A	☉
Wargor	4	Beastmen	6□	6	4	3	3□	2	5	3	2	6	2	2	16	R2	☉
Boar	3	Beasts	5	6	3	1	4	1	4	2	1	6	0	1	15	R2	☉
Cockatrice	4	Beasts	4	4	5	2	3	1	4	2	2	3	3	2	12	G1	☉
Cold One	4	Beasts	5	4□	2	1	3	1	4	3	2	4	0	1	14	G1	☉
Dragon	8	Beasts	7□	8	5	8	7□	6	8	3	2	8	6	6	40	G2	☉
Fenbeast	5	Beasts	6□	5□	2	1	3	1	5	2	1	5	0	1	18	G1	☉
Giant Spider	4	Beasts	4	4	4	2□	3	1	4	3	2	3	3	2	12	G2	☉
Giant Wolf	3	Beasts	4	4	5	2□	3	1	4	2	2	4	3	2	13	G2	☉
Griffon	5	Beasts	6	6	4	2	6	1	5	3	2	5	4	3	18	G2	☉
Harpy	3	Beasts	3	3	5	2	4	2	4	2	2	5	4	3	13	R1	☉
Manticore	5	Beasts	6	6	4	2	4	1	5	3	2	5	2	2	18	R3	☉
Wyvern	6	Beasts	7	7	3	2	3	1	5	3	2	4	2	2	24	R1	☉
Chaos Sorcerer of Nurgle	4	Chaos	3	4	2□	5□	5	3	4	1	1	2	6	2	12	G2	☿
Chaos Spawn	4	Chaos	6	6	6	2	1□	1	5	2	0	5	0	1	14	R1	☉
Chaos Warrior	5	Chaos	6□	6□	3	3	5	2	6	3	2	6	2	2	18	R3	☉
Doktor Festus	4	Chaos	3	4□	2	5□	5□	3	4	2	1	2	6	6	18	G2	☿
Dragon Ogre	5	Chaos	7□	6□	2	3	4	2	6	2	1	6	2	2	20	R2	☉
Dragon Ogre Shaggoth	7	Chaos	8□	8	2	3	6	2	7	2	1	6	3	3	24	R2	☉
Forsaken	4	Chaos	6	6	3	2□	2□	1□	5	2	1	6	0	2	16	R6	☉
Maurader	3	Chaos	4□	4□	4	3	3□	2	4	2	1	4	2	1	10	R1	☉
Sorcerer Lord of Tzeentch	5	Chaos	3	4	3	7	6	4	5	2	2	3	8	4	16	G1+R2	☿
Sorcerer of Tzeentch	4	Chaos	3	3	3	6	5	3	4	1	1	2	6	2	12	G1+R1	☿
Broken Wheel Leader	3	Cultists	3	4	3	5	4	5	5	1	2	3	6	3	12	G1+R1	☿
Cult Follower	2	Cultists	3	3	3	3	3□	3	3	1	0	2	2	1	8	G1	☉
Cult Leader	3	Cultists	3	4□	3	4□	4	4□	4	1	1	3	6	3	12	R1	☉
Cult Member	2	Cultists	3	4	3	4	3	3	5	1	1	3	4	1	10	G1/R1	☿
Cult Mutant	3	Cultists	3□	4□	3	3	3	2	3	2	1	4	2	1	14	R1	☉
Newly Infected	2	Cultists	3	3	3	3	3	3	5	0	1	2	2	1	8	G1	☿
Newly Initiated	2	Cultists	3	3	3	3	3	3	5	0	1	2	3	1	8	G1	☿
Plague Leader, Archbacillus	3	Cultists	3	4	2	4	4	5	5	1	2	4	5	3	14	G2	☿
Plague Member	2	Cultists	3	4	2□	3	3	3	5	1	1	3	3	1	10	G1	☿

WFRP Core Set
 Adventurer's Toolkit
 The Gathering Storm
 Game Master's Toolkit
 Winds of Magic
 Edge of Night
 Signs of Faith
 The Creature Guide / Creature Vault
 Player's Vault
 Game Master's Vault

☠ Threat Rating

♥ Wound Threshold



Damage
















Soak Value



Defence Rating

MASTER CREATURE TABLES


CREATURE	☠	CATEGORY	ST	TO	AG	INT	WP	FEL				A	C	E	♥	STANCE	SET
Beast of Nurgle	5	Daemons	6	6	2	2	3	1	5	4	1	6	0	1	22	R1	♣
Changeling	5	Daemons	4	5	5	8	6	9	5	2	2	4	10	6	30	Any	♣
Daemon Prince of Nurgle	6	Daemons	8	8	3	4	8	5	8	6	3	10	4	5	34	R4	♣
Daemon Prince of Tzeentch	6	Daemons	8	8	5	6	8	5	8	3	3	8	6	5	30	G1-R3	♣
Discs of Tzeentch	4	Daemons	5	6	4	3	6	2	6	2	1	5	2	1	22	G1-R1	♣
Epidemius	5	Daemons	5	6	2	8	7	6	5	5	1	4	8	6	26	G3	♣
Exalted Champion of Nurgle	6	Daemons	7	7	3	3	6	4	6	4	2	7	3	3	24	R3	♣
Flamers of Tzeentch	4	Daemons	4	5	6	3	4	2	5	1	2	6	2	2	16	R2	♣
Flesh Hound	5	Daemons	6	5	2	2	4	1	5	3	1	6	0	2	16	R2	♣
Fury	2	Daemons	3	4	4	3	2	2	3	1	1	3	3	1	12	G1	♣
Great Unclean One	9	Daemons	7	10	5	6	8	6	8	6	4	10	6	8	40	G4	♣
Herald of Tzeentch	4	Daemons	4	4	5	4	4	1	5	2	2	4	6	2	15	R2	♣
Horrors of Tzeentch	3	Daemons	4	4	4	2	3	2	5	2	1	5	2	1	14	R1	♣
Imp	1	Daemons	2	3	4	3	3	3	2	2	2	2	5	1	7	G1	♣
Lord of Change	9	Daemons	7	8	7	10	8	6	8	2	4	9	9	9	36	G2-R2	♣
Nurgling	1	Daemons	3	3	3	3	3	3	3	2	2	2	5	1	7	R1	♣
Plaguebearer	5	Daemons	5	5	2	3	4	2	5	4	1	5	2	1	18	G1	♣
Screamers of Tzeentch	4	Daemons	4	6	4	3	5	2	6	2	1	4	2	1	20	G1-R1	♣
Assassin	4	Dark Elf	4	3	5	3	4	3	5	3	2	5	4	3	15	G1	♣
Corsair	3	Dark Elf	3	3	4	3	2	2	5	3	1	4	3	2	10	R1	♣
Witch Elf	4	Dark Elf	3	3	4	3	4	1	4	1	3	6	1	2	12	R3	♣
Bobo	5	Feathered Fiends	5	6	5	4	5	3	6	2	2	4	5	2	16	Special	♣
Coloured Fiend	3	Feathered Fiends	3	4	4	4	4	2	5	2	2	2	4	1	14	G1-R1	♣
Feathered Fiend	2	Feathered Fiends	3	3	4	3	3	2	5	1	1	2	3	0	12	G1-R1	♣
Dryad	3	Forest Spirit	4	5	4	3	3	3	4	3	2	6	3	1	13	R3	♣
Spite	1	Forest Spirit	1	1	5	3	2	4	2	0	3	1	4	1	2	R1	♣
Treekin	4	Forest Spirit	6	6	4	3	3	2	5	4	0	6	2	1	18	R2	♣
Treeman	5	Forest Spirit	8	8	1	4	4	2	6	5	0	2	1	1	24	G3	♣
Giant	5	Giants & Trolls	8	7	3	2	3	2	6	1	1	5	1	2	22	G2	♣
River Troll	4	Giants & Trolls	7	6	2	1	4	1	5	1	1	5	0	2	19	R1	♣
Stone Troll	4	Giants & Trolls	7	6	2	1	3	1	5	3	1	5	0	2	18	R1	♣
Black Orc	4	Greenskins	6	6	3	2	4	2	7	3	2	6	1	2	18	R2	♣
Da Sikboyz	2	Greenskins	3	3	4	3	2	3	4	1	0	3	2	1	10	G1	♣
Goblin	2	Greenskins	3	3	4	3	2	3	4	1	0	2	4	1	9	G1	♣
Gobspite	4	Greenskins	3	3	3	4	4	4	3	1	1	3	6	2	12	G1-R3	♣
Orc	3	Greenskins	5	5	3	2	3	2	5	2	1	6	1	2	14	R2	♣
Snotling	1	Greenskins	2	2	4	3	2	3	3	0	1	2	2	0	5	G1	♣
Squig	3	Greenskins	4	4	5	2	2	1	5	0	0/2*	6	2	0	15	R2	♣


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  The Gathering Storm
  Game Master's Toolkit
  Winds of Magic
 Edge of Night
  Signs of Faith
  The Creature Guide / Creature Vault
  Player's Vault
  Game Master's Vault

☠ Threat Rating




♥ Wound Threshold

 Damage

 Soak Value

 Defence Rating

MASTER CREATURE TABLES

CREATURE	☠	CATEGORY	ST	TO	AG	INT	WP	FEL				A	C	E	♥	STANCE	SET
Eduarado Rodrigues	2	NPC (Basic)	3□	3□	5□	3	3	4□	5	0	2	4	1	3	14	C2	☉
Franz Bieber	2	NPC (Basic)	3	4	4□	3□	3	2	5	2	1	4	3	2	15	R1	☉
Magnus Gottschalk	2	NPC (Basic)	4	5	3	3	4□	4□□	7	4	1	5	4	2	15	R2	☉
Noble	1	NPC (Basic)	3	3	3	3	3□	4□	3	1	0	3	4	1	13	C1	☹
Ruffian	2	NPC (Basic)	3□	3	3□	2	3	2	3	1	0	3	3	1	14	R2	☹
Soldier	2	NPC (Basic)	3□	3□	3	3	3	3	4	2	1	5	2	1	15	C1	☹
Townfolk	1	NPC (Basic)	3	3□	3	3	3□	3	3	1	0	4	3	0	10	R1	☹
Merchant	1	NPC, Expert	2	3	3	3□	3□	4□	3	1	0	0	5	3	11	C2	☹
Niklas Schulmann	4	NPC, Expert	3	3	3□	4□	5	3□□	3	1	1	2	8	3	15	R2 C4	☉
Priest	1	NPC, Expert	3	3	3	3	4□	4□	3	1	0	3	3	1	12	C1	☹
Specialist	1	NPC, Expert	3	3□	3	3□	4□	3	3	1	0	3	3	2	12	C2	☹
Wizard	2	NPC, Expert	3	3	3	4□	4□	3	3	1	0	2	4	1	12	R1	☹
Assassin	4	Skaven, Eshin	5	4	7□	4	4	3	5	2	3	4	6	3	11	R2 C2	☹
Clanrat	2	Skaven	3	3	4□	3	3	3	3	1	0	2	3	1	9	C1	☹
Grey Seer Rasknitt	4	Skaven	3	4	5□	4□	4□	4	4	1	2	3	5	4	18	C2 R2	☾
Gristlegore	6	Skaven	7□	6	3	2	4	1	5	3	1	8	2	2	25	R2*	☾
Gutter Runner	3	Skaven, Eshin	3	3	5□	3□	3	3	4	2	2	2	4	2	10	C2	☹
Packmaster	2	Skaven, Moulder	3	3	4□	3	3	3	3	2	0	2	3	1	9	C1	☹
Plague Monk	3	Skaven, Pestilens	3	4	4□	3	3	3	3	1	0	3	3	1	10	C2	☹
Poison Wind Globadier	3	Skaven, Skryre	3	3	4□	3	3	3	3	3	0	2	3	1	9	C1	☹
Rat Ogre	5	Skaven	7	6	2	2	4	1	5	2	1	8	0	1	18	R3	☹
Skavenslave	1	Skaven	2	3	4□	3	2	3	3	1	0	1	2	0	8	C1	☹
Stormvermin	4	Skaven	4	3	4□	3	3	3	6	4	0	4	3	2	12	R1 C1	☹
Bat Swarm	3	Swarm	4	5	4	1	3	1	3	2	2	4	2	1	19	R2	☹
Insect Swarm	3	Swarm	3	4	5	1	3	1	3	3	1	3	2	1	17	C1	☹
Rat Swarm	3	Swarm	4	5	3	1	3	1	3	3	1	3	2	1	19	R1	☹
Arisen Zombie	1	Undead	4	4	2	1	3	1	4	0	0	4	0	0	4	C1	☉
Cairn Wraith	4	Undead	4□	3	4	1	3	1	7	3	2	4	2	2	14	R2	☹
Crypt Ghoul	3	Undead	4□	4	3□	3	3□	1	4	2	1	5	0	2	13	R1	☹
Lazarus Mourn	4	Undead	4	4	2	4□	4□	3	4	0	0	3	8	2	14	R1 C3	☉
Skeleton	2	Undead	3	3	3	1	3	1	4	1	1	5	0	2	8	C1	☹
Spirit	3	Undead	1	3	4□	1	4	2	0	4	2	2	2	2	8	C2	☹
Stichelm's Skeleton	3	Undead	5	4	2	2	3□	1	7	5	1	5	0	2	15	C2	☉
Tomb Banshee	4	Undead	4	4	4	2	3□	1	3	3	2	2	4	2	12	R1	☹
Vampire	6	Undead	7	6	5	5	6□	5□	5	3	3	6	4	5	18	C2 R2	☹
Zombie	2	Undead	4	4	2	1	3	1	4	0	0	5	1	2	10	C2	☹

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 ☾ Edge of Night ♣ Signs of Faith ☹ The Creature Guide / Creature Vault ☉ Player's Vault ♦ Game Master's Vault

☠ Threat Rating

♥ Wound Threshold



Damage



Soak Value



Defence Rating


CREATURE GROUP SHEETS & ABILITIES

BEASTMEN

Talents: Focus x1, Tactic x1

Unruly – Nature of the Beast: Each time a beastman wounds an enemy, advance the token 1 space. Upon reaching space 8, the beastmen are in danger of becoming an unruly mob. At the start of each round thereafter, the beastman with the highest Discipline skill must pass an **Average (2d) Discipline check** to keep the other beastmen focused on the battle. If the check fails, the beastmen suffer -1 to Intellect, Willpower, and Fellowship (to a minimum of 1) and -1 Defence, but gain +1 damage to Melee Attacks until the end of the encounter. The effects of a failed check are cumulative.

0	1	2	3	4	5	6	7	8
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
Primal Fury! When a beastman generates a  or inflicts a critical hit during melee combat, advance the Fury token one space. Once the token reaches space 4, the beastmen gain +1 Strength. Once the token reaches space 6, the beastmen gain +1 Toughness. During each beastman's End of Turn Phase, if the active beastman is not engaged in melee, move the token two spaces to the left along the track.

0	1	2	3	4	5	6
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BEASTS

Talents: Tactic x1

Beware the Cornered Beast: As beasts become wounded, they grow desperate and the ferocity of their attacks increases. At the start of an encounter that includes one or more beasts of the same type, place one tracking token on space 8 of the morale track above.


Each time a beast is wounded, advance the token one space to the right. When a token reaches space 3, that beast has become desperate. Its attacks gain  and inflict +1 damage. When the token reaches space 0, if the creature has suffered more wounds than half its Wound Threshold, the beast's flight or fight instinct is triggered. It may flee – unless it is defending its lair, protecting its young, or if the beast is starving.

If it remains to fight, the beast becomes enraged. An enraged beast immediately adopts an **R3** stance and recovers a number of normal wounds equal to its Willpower, representing the effects of its mind shutting out the pain.


8	7	6	5	4	3	2	1	0
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CHAOS

Talents: Tactics x2

Eye of the Gods: The Chaos Gods reward devoted followers. Advance the token on the Eye of the Gods track one space each time a Chaos character inflicts a critical wound or generates  on an attack. When the token reaches space 4, one Chaos character gains a mutation. When it reaches space 8, one Chaos adversary gains two mutations. Then, reset the tracking token to 0.

0	1	2	3	4	5	6	7	8
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



Chaotic Fury: The Ruinous Powers channel their fury into their battle-thirsty followers. Advance the Chaotic Fury token one space each time a PC generates one or more  on a check against a Chaos target. Once the token reaches space 3, all Chaos units increase their tier stance by **+1**. If it reaches space 7, all Chaos units gain the Invigorated and Inspired conditions. These conditions remain in effect until the end of the encounter.

0	1	2	3	4	5	6	7
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DAEMONS

Talents: Focus x1, Tactic x1

Daemonic Instability: When a daemon grows strong enough, it departs the Chaos maelstrom and manifests itself physically in the world. Having assumed a form that is terrifying to behold, the fiend is free to indulge its murderous urges in battle. However, as the daemon's body suffers in combat, the daemon risks losing hold over its form and returning to its natural state as a malevolent but formless spirit of the Chaos realm. At the start of an encounter featuring daemons, place a tracking token on space 7 of the Instability tracker.

For each attack that damages a daemon, advance the token one space. When the token reaches space 4, the GM rolls one  per daemon in the encounter. For each  rolled, the daemon(s) with the fewest wounds remaining grows increasingly unstable and gains the Demoralised condition. When the token reaches space 0, the GM rolls one  per daemon remaining in the encounter. If  is rolled, the most severely wounded daemon is banished from the mortal realm. Then reset the track to space 7.

7	6	5	4	3	2	1	0
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CREATURE GROUP SHEETS & ABILITIES

DARK ELVES

Talents: Focus x1, Tactic x1

Khaine's Tribute: To slake their god Khaine's lust for murder, some dark elves succumb to a frenzied battle rage. At the start of the encounter, place a token on space 0. When a dark elf inflicts one or more critical wounds, advance the token one space. When the token reaches space 4, all dark elf attack actions inflict +1 damage. When the token reaches space 7, all dark elf attack actions gain ■

0	1	2	3	4	5	6	7
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Fueled by Hatred: Each time a dark elf is wounded by another elf, advance the token one space. When the token reaches space 4, all other elves currently engaged with a dark elf suffer 1 stress and 1 fatigue. When the token reaches space 7, all other elves currently engaged with a dark elf suffer 1 stress and 1 fatigue, and one of their normal wounds is converted into a critical wound. Then reset the Fueled by Hatred track to space 0.

0	1	2	3	4	5	6	7
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FOREST SPIRITS

Talents: Focus x1, Reputation x1

Spring to Summer: Although slow to rise, the anger of the forest is irrevocable in its ascent and terrible to behold. At the beginning of the encounter, place a token on space 0. Each time a forest spirit suffers one or more critical wounds from a single hit or is the target of a fiery attack, advance the token 1 space to the right.

When the token reaches space 3, all *Melee Attacks* or *Ranged Attacks* by Forest Spirits gain □ for the duration of the encounter. When the token reaches space 6, all *Melee Attacks* or *Ranged Attacks* made by Forest Spirits instead gain ■ and inflict +2 damage for the remainder of the encounter.

0	1	2	3	4	5	6
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GIANTS & TROLLS

Talents: Tactic x1

Stupidity: At the start of an encounter, place a token for each giant or troll present on space 8 of the Stupidity tracker. At the start of each of its turns, advance that creature's token 1 space. When its token reaches a dark blue event space, the GM rolls ◆ for that creature. If the result is ✱, the creature loses focus and ignores the player characters until its next turn. On any other result, the creature acts normally. GMs are encouraged to seize a bout of stupidity for a humorous purpose: a giant might decide to pick his nose—only to pull out a dead bird—or perhaps it snatches up a nearby animal and stuffs the hapless creature into its pants. Trolls are prone to beat up allies or stop fighting altogether in order to eat.

8	7	6	5	4	3	2	1	0
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GREENSKINS

Talents: Tactic x2

WAAAGH! Once per encounter, the GM may choose one greenskin to call a WAAAGH! as a manoeuvre. Place a token on the WAAAGH! track on the space equal to the greenskin's Strength. During that greenskin's End of Turn Phase, that greenskin gains 1 Aggression die. Then move the token one space to the left. While there is a token on a numbered WAAAGH! space, greenskins gain 1 free manoeuvre and the invigorated condition. If the greenskin calling the WAAAGH! dies, move the token 2 spaces to the left.

0	1	2	3	4	5	6	7	8
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Morale: Place a token on the space equal to the highest greenskin Strength. If a greenskin is killed while they no longer outnumber their opponents, advance the token one space. When the token reaches space 2, surviving greenskins with the lowest threat rating gain the demoralised condition. When the token reaches space 0 or -2, all demoralised greenskins flee. Then all greenskins with the lowest threat gain the demoralised condition.

6+	5	4	3	2	1	0	-1	-2
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SKAVEN, CLAN SKRYRE

Talents: Focus x1, Tactic x1

Diabolic Technology: The longer an encounter with Clan Skryre lasts, the more prone their technology and bizarre weaponry is to unleashing some truly devastating results – or malfunctioning and exploding. At the end of each round, advance the token one space. Also advance the token one space whenever a skaven generates ✱ when making an attack with a piece of Clan Skryre technology.

Once the token reaches space 3, add ■ □ and +1 damage to all skaven attacks using Clan Skryre technology. Once the token reaches space 6, add ■ ◆ and +2 damage to all such attacks. However, from this point on, if one or more ✱ is generated, the weapon explodes after the attack, inflicting wounds to the wielder equal to the number of ✱ generated!

0	1	2	3	4	5	6
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SKAVEN, CLAN ESHIN

Talents: Focus x1, Tactic x1

Stealthy Skaven: This track monitors how well the Eshin remain hidden while pursuing the PCs. Each time PCs take precautions to detect the Eshin or uncover a clue to their presence, advance the token one space. If it reaches space 0, the Eshin's cover is blown. While the Stealth token has not yet reached the Space 4, advance the Assassination token below 1 space for each failed Observation check. Once combat begins, ignore this track.

7	6	5	4	3	2	1	0
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Assassination: As combat begins, advance the Assassination token 2 spaces if the Stealth token above has not reached space 4, or advance it 1 space if it has not reached space 0. At the end of each turn in which an Eshin skaven is hidden or multiple Eshin skaven are engaged with a single foe, advance this token. Any Eshin may add the dice noted on the token's current space to any skill check. Then, reset the Assassination track to zero.


0									
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SKAVEN, CLAN MOULDER

Talents: Focus x1, Tactic x1

Blood Thirsty: The longer an encounter with Clan Moulder lasts, the more bloodthirsty and crazed their abominations become. If a Clan Moulder beast or abomination attacks, at the end of that round advance the token one space, then one additional space if they defeated an opponent that round. On space 3, all Clan Moulder creatures gain 1 Aggression. On space 6, all Clan Moulder creatures gain 1 more Aggression and inflict +2 damage.

0	1	2	3	4	5	6
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Master of Beasts: Advance the Master of Beasts token one space each time one of the beasts or abominations with Clan Moulder inflicts a critical wound or when a Clan Moulder skaven generates  on a Leadership or Animal Handling check to direct its charges. Any Clan Moulder beast or abomination may add the dice noted on the token's current space to any skill check. Then, reset the Master of Beasts track to zero.

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SKAVEN, CLAN PESTILENS

Talents: Disease x1, Tactic x1

Spreading the Disease: The longer an encounter with Clan Pestilens lasts, the more likely their poxes and disease will infect others. After a Clan Pestilens skaven suffers a critical wound, advance the Disease Symptoms token 1 space. On Space 3, all creatures adjacent to a Clan Pestilens skaven must make a Disease 2 check. On Space 6, add a new symptom to the socketed disease, and all creatures within close range must make a Disease 3 check.

0	1	2	3	4	5	6
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
The disease carried by the plague monks is being spread by their activities to the surrounding populace. When the plague monk's Agenda reaches 4, the disease attached to the Disease slot starts taking hold – many of the people the PCs meet in the area will be exhibiting early symptoms. If the plague monk's Agenda reaches 7, the disease worsens as the plague reaches epidemic level. Draw an additional symptom to attach to the socketed disease card. The disease now affects everyone in the area who hasn't taken extreme precautions or is otherwise immune.


0	1	2	3	4	5	6	7
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UNDEAD



Talents: Focus x1, Tactic x1

Special: Only Undead with Intelligence 4 or higher may use this sheet's Focus slot.

Vampire Blood Pool: A vampire has an Expertise rating equal to its Blood Pool. A Blood Pool token begins on space 5 for a vampire or space 4 for a vampire thrall. For each  a vampire uses, move its Blood Pool token left 1 space. With a Blood Pool of 8+, a vampire gains +2 damage on all its attacks. A vampire's *Melee Attacks* and *Beguile* action gain:

 Advance the vampire's Blood Pool token 1 space

0	1	2	3	4	5	6	7	8+
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Rise Again! If their master is nearby or the location is full of dark power, place a token on space 0 whenever an undead falls. At the end of the round, advance each token 1 space. If the undead were summoned but their summoners are dead or further than long range, the token does not advance. Roll  When a token reaches space 4 or 7. On a  result, the undead rises again. After rolling for a token that reaches space 7, remove it from the track.

0	1	2	3	4	5	6	7
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CREATURE ABILITY SUMMARY

To conserve space on the creature stat cards and with some creature entries, some common abilities have been shortened to simple keywords. The keywords are defined here for reference.

Fast: A fast creature requires only one manoeuvre to move between medium range and long range, and only two manoeuvres to move between long and extreme range.

Fear X. This creature causes Fear. The difficulty of the Discipline check is equal to X, the creature's Fear rating.

Flight: A creature with flight does not need to perform a manoeuvre to disengage from opponents before moving. It can move away from engaged opponents as if it were not engaged with them, unless they can also fly.

Instinctive: An instinctive creature may use Willpower instead of Intelligence when attempting Observation checks.

Keen Senses: A creature with keen senses adds ■ to Observation checks where the sense of smell provides an advantage.

Nemesis: A Nemesis character stands out from other types of NPCs. Each Nemesis has his own stance meter, allowing him to adjust and react to situations like a player characters. Further, rather than stress and fatigue being converted directly into wounds like they are for standard NPCs or henchmen, a Nemesis suffers stress and fatigue, and thus can become distressed and fatigued, just like a player character.

Night Vision: Up to two fewer ■■ misfortune dice are added to a creature's dice pool for any effects from darkness or lack of sufficient light if it has night vision.

Poison: When a creature with poison inflicts a critical wound, the target suffers fatigue equal to the severity of the critical wound.

Regeneration. A creature with regeneration recovers one normal wound at the end of each of its End of Turn phases. Regeneration does not work during a round when the creature is wounded by fire

Terror X. This creature causes Terror. The difficulty of the Discipline check is equal to X, the creature's Terror rating.

Terrain-Walk. This may cover a variety of different terrain types, such as Forestwalk or Swampwalk. Creatures with the Terrain-Walk ability ignore manoeuvre penalties for moving through that type of terrain, and negate up to ■■ imposed by the terrain to skill checks.



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