

Another game aid by **Universal Head**



THE ESOTERIC ORDER OF GAMERS
www.orderofgamers.com

Tabletop game rules summaries, foamcore box plans, articles, interviews, reviews and lots more at www.orderofgamers.com

[@EOGamers](https://twitter.com/EOGamers)
[gplus.to/EOGamers](https://www.gplus.to/EOGamers)
[facebook.com/EOGamers](https://www.facebook.com/EOGamers)
[YouTube](https://www.youtube.com/channel/UC...) EsotericOrderGamers

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

Game: WARHAMMER FANTASY ROLEPLAY 3RD EDITION	v1 Aug 2014
Publisher: Fantasy Flight Games (2009)	
Page 1-3: Reference cards Page 4: Combat reference sheets Page 5-9: Creature index cards	
Print on card (ensure you are printing at 100% scale) laminate and trim to size.	

WARHAMMER FANTASY ROLEPLAY

MANOEUVRES

One free manoeuvre per turn before or after an action.
Each additional manoeuvre costs 1 fatigue, paid before the manoeuvre.

Assist (engaged ally receives bonus □)

Exchange a talent

Interact with the environment

Manage equipment

Mount or dismount from a horse
(if untrained in Ride make an Easy (1♦) Ride check)

Movement

Change your range increment:

Between *Extreme* and *Long* costs 3 manoeuvres;

Between *Long* and *Medium* costs 2 manoeuvres;

Between *Medium* and *Close* costs 1 manoeuvre.

Engage/disengage from an opponent within Close range; move within Close range if unengaged; stand up if prone

Preparation

If performed before an action, place one fewer recharge tokens on the action if it succeeds.

Use a skill

FORTUNE

Fortune point tokens can be spent on a one-for-one basis to:

- add □ to a dice pool
- remove tracking tokens from a talent or action card to speed up recharging of an exhausted card

THE RALLY STEP

All participants in the encounter may:

Move their stance marker 1 step towards neutral.

Remove 1 recharge token from each of their recharging cards.

Recover 1 stress and 1 fatigue.

Check and adjust their power / favour.

Each character may choose one of the following:

Perform 1 manoeuvre.

Attempt a First Aid check.

Attempt an Easy (1♦) Resilience check to recover fatigue.

Attempt an Easy (1♦) Discipline check to recover stress.

Re-roll initiative for party's lowest initiative token.

Perform an action with the Rally trait.

MANOEUVRES

One free manoeuvre per turn before or after an action.
Each additional manoeuvre costs 1 fatigue, paid before the manoeuvre.

Assist (engaged ally receives bonus □)

Exchange a talent

Interact with the environment

Manage equipment

Mount or dismount from a horse
(if untrained in Ride make an Easy (1♦) Ride check)

Movement

Change your range increment:

Between *Extreme* and *Long* costs 3 manoeuvres;

Between *Long* and *Medium* costs 2 manoeuvres;

Between *Medium* and *Close* costs 1 manoeuvre.

Engage/disengage from an opponent within Close range; move within Close range if unengaged; stand up if prone

Preparation

If performed before an action, place one fewer recharge tokens on the action if it succeeds.

Use a skill

DICE

♦ d8 Challenge 2X | 2X | 2X | 2X | 1

Challenges facing a character taking an action.

♦ d8 Characteristic 4H | 2H | 2

Importance of a characteristic in fulfilling a task. Basis of a dice pool. Can convert into stance dice.

● d10 Conservative 4H | 2H | 2H | 2H | 1

Low-risk, low-reward stance; measured, cautious.

● d10 Reckless 2H | 2H | 2H | 2H | 2

High-risk, high-reward stance; aggressive, brash.

■ d6 Expertise 4H | 2H | 1

Dedicated training, exceptional skill or proficiency.

□ d6 Fortune 2H | 2H | 3

Slight edge; tactical advantages, talents, abilities or the expenditure of fortune points.

■ d6 Misfortune Dice 2X | 2X | 3

Slight complication; tactical disadvantages, talents, conditions or debilitating effects or wounds.

✦ Success: If the net result of the check includes at least 1 success the task succeeds.

✦ Righteous Success: Success; plus add the results from an additional die of the same type.

✦ Challenge: Each cancel one success. If there are more challenges than successes the task automatically fails.

✦ Bane: Negative side effects. You may succeed at a task and still trigger a bane.

✦ Boon: Beneficial side effects.

You may fail at a task and still trigger a boon. Banes and boons cancel each other out.

⌚ Delay: Encounter mode: after the action, the GM either places 2 recharge tokens on one of your actions, or moves the top PC initiative token down a space.

Story mode: the action may take longer.

✦ Exertion: Suffer 1 fatigue (physical task) or 1 stress (mental task).

✦ Chaos Star: Serious negative side effects.

If there are no eligible effects, counts as a bane.

✦ Sigmar's Comet: Powerful positive side effects.

You may count this as a success or a boon. Or, may trigger a critical or a Sigmar's Comet symbol effect.

Available Universal Effects

✦ Suffer 1 fatigue on a physical characteristic check, or 1 stress on a mental characteristic check.

✦ Recover 1 fatigue on a physical characteristic check, or 1 stress on a mental characteristic check.

COMBAT

Initiative

Simple (0 ♦) Initiative Check

Social encounters: FEL; Combat: AG.

May convert 1 ♦ to a ●/● based on *dominant* stance. May adjust stance 1 space in any direction for free. Extra spaces cost 1 stress each.

Combat Sequence

May manoeuvre *before* or *after* this sequence.

1. Choose an action card current stance side faceup.

2. Announce target

3. Create dice pool based on related characteristic. A trained skills adds 1 ■ and each specialisation adds 1 □ to relevant checks.

May spend fortune points to add □.

Must convert ♦ into ●/● equal to the number of spaces you are into your stance.

4. GM assigns ♦ and ■. Target's Defence adds ■. Unopposed Check: ♦ based on task difficulty.

Opposed Check: ♦ based on opposing characteristic.

You then may again spend fortune points to add □.

Spellcasters/priests *below* their equilibrium gain 1 power/favour.

5. Roll dice pool ✕ cancel out ♣. At least 1 ♣ remaining to succeed. Resolve matching success line. ♣ cancel out ♣. Trigger additional effects.

6. Calculate wounds
Add attacker's (STR (melee) or AG (ranged) plus NPC's weapon's DR), plus any extras.

Subtract target's (TO + Soak), plus extras.

Weapon's CR is the number of ♣ to convert a wound into a critical. For each triggered, flip a wound faceup.

If wound result is 0 or negative, 1 normal wound still inflicted. If critical triggered, inflict normal wounds equal to the total number of criticals.

7. Resolve all remaining effects

End of Turn Phase

Remove tracking tokens: 1 from every *brief* condition affecting you, and 1 from each of your currently recharging action cards.

Check to see if any *dependent* conditions still apply.

Spellcasters/priests *above* their equilibrium must perform a manoeuvre to maintain the extra, or lose 1 power/favour. They may also *vent* power/favour. Those *below* their equilibrium gain 1 power/favour.

Flip your Initiative marker to end your turn.

ARCANE MAGIC

Default difficulty for casting a spell is Simple (0 ♦).

To cast a higher rank spell: add 1 ♦ per rank difference. On a miscast, apply 1 additional ✕ per rank difference.

Power = WP = at equilibrium.

To generate power, take the Channel Power action. If holding an item attuned to your Wind of Magic add □ to the check equal to its *Attuned* rating.

Spellcasting: Fulfill the action card requirements, then (usually) make a Spellcraft check based on INT. The power is always consumed.

Excess Power

End of Turn phase and Rally step:

Above equilibrium, perform a manoeuvre or lose 1 power. Below equilibrium, gain 1 power.

If storing more than twice WP in power, spend a manoeuvre *and* suffer 1 stress, or power returns to equilibrium and immediately suffer 1 fatigue per point vented, and roll 1 ■ per point vented. For every ✕ suffer 1 wound, and for every ♣ suffer 1 stress.

Losing Power

If forced to lose power, immediately remove it from your current supply. If there is not have enough, you are reduced to 0 power and suffer 1 stress.

If forced to lose power and already at 0 power, Discipline (WP) check, ♦ equal to the amount of power you are unable to lose.

On a success, suffer 1 stress. On a fail, suffer 1 stress and a temporary insanity with the Chaos or Trauma trait (place tokens on the card equal to the difficulty of the check).

QuickCasting

To channel power and cast a spell on the same turn, add an extra ♦ to the Spellcraft check.

Reckless Casting

If in reckless stance and you roll a ✕ on a Spellcraft check, increase the Party Tension meter by one.

Miscasts

If you roll one or more ✕ on a Spellcraft check, trigger appropriate card effects and draw a Miscast card and find the matching line. Continue to draw cards until they are all used if there are symbols left.

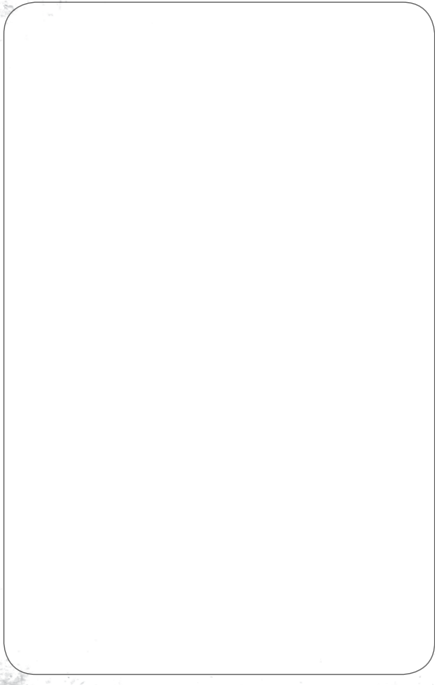
Other Skills

Magical Sight is usually automatically successful if required; more information requires a skill check of varying difficulty.

Cantrips are useful, minor spells, trivial (automatically successful) or of easy to average difficulty.



<p>MELEE STRIKE WPN SKILL (STR) VS. DEF 0</p> <p><i>Melee weapon, engaged with target</i></p> <ul style="list-style-type: none"> Hit for normal damage. Hit for +2 damage. Perform a manoeuvre for free. Target may disengage from you for free. 	<p>DEF GUARDED POSITION DISCIPLINE (WP) 0</p> <ul style="list-style-type: none"> Until your next turn, add ■ to any <i>Melee / Ranged Attack</i> actions targeting you or any allies in the same engagement as you. Until your next turn, add ■■ to any <i>Melee / Ranged Attack</i> actions targeting you or any allies in the same engagement as you. An engaged ally may remove 1 recharge token from any of his currently recharging cards. Suffer 1 stress. 	<p>DEF MPRVD GUARDED PSTN DSCPLN (WP) 0</p> <ul style="list-style-type: none"> Until your next turn, add ■■ to any <i>Melee / Ranged Attack</i> actions targeting you or any allies in the same engagement as you. Until your next turn, add ♦ to any <i>Melee / Ranged Attack</i> actions targeting you or any allies in the same engagement as you. Up to 2 allies in the same engagement may remove 1 recharge token from any of their recharging cards. Suffer 1 stress.
<p>RANGED SHOT BALLISTIC SKILL (AG) VS. DEF 0</p> <p><i>Ranged weapon, not engaged with an enemy</i></p> <ul style="list-style-type: none"> Hit for normal damage. Hit for +2 damage. Perform a manoeuvre for free. One unengaged opponent in close range may engage you. 	<p>ACTIVE DEF LOCK 2</p> <p><i>TO 3+ Shield equipped</i></p> <p>After you are targeted by a <i>Melee / Ranged Attack</i>, add 2 recharge tokens to this action to add ■ to the action's dice pool. If <i>Resilience</i> trained, add another ■.</p>	<p>ACTIVE DEF PROVED BLOCK 2</p> <p><i>TO 4+ Shield equipped, Resilience trained</i></p> <p>After you are targeted by a <i>Melee / Ranged Attack</i>, add 2 recharge tokens to this action to add ♦ to the action's dice pool. Your Soak value is increased by 1 until the end of the round.</p>
<p>PERFORM STUNT CHECK BASED ON STUNT 0</p> <p><i>GM discretion</i></p> <ul style="list-style-type: none"> Perform action as intended. Perform action incredibly well; may perform a free manoeuvre. <i>Physical</i> check: recover 1 fatigue. <i>Mental</i> check: 1 stress. <i>Physical</i> check: suffer 1 fatigue. <i>Mental</i> check: 1 stress. 	<p>ACTIVE DEF DODGE 2</p> <p><i>AG 3+ Not encumbered</i></p> <p>After you are targeted by a <i>Melee / Ranged Attack</i>, or a <i>Spell</i> or <i>Blessing</i> that targets your defence, add 2 recharge tokens to this action to add ■ to the action's dice pool. If <i>Coordination</i> trained, add another ■.</p>	<p>ACTIVE DEF PROVED DODGE 2</p> <p><i>AG 4+ Not encumbered, Coordination trained</i></p> <p>After you are targeted by a <i>Melee / Ranged Attack</i>, or a <i>Spell</i> or <i>Blessing</i> that targets your defence, add 2 recharge tokens to this action to add ♦ to the action's dice pool.</p>
<p>DEF ASSESS SITUATION INTUITION (INT) 0</p> <p>Add ♦ to dice pool if engaged with an enemy.</p> <ul style="list-style-type: none"> Recover 1 fatigue and 1 stress. Until your next turn, add ■ to any <i>Melee / Ranged Attack</i> actions targeting you. Remove 1 recharge token from one of your cards. GM may add 1 recharge token to one of your cards. 	<p>ACTIVE DEF PARRY 2</p> <p><i>STR 3+ Melee weapon</i></p> <p>After you targeted by a <i>Melee Attack</i>, add 2 recharge tokens to this action to add ■ to the action's dice pool. If <i>Weapon Skill</i> trained, add another ■.</p>	<p>ACTIVE DEF PROVED PARRY 2</p> <p><i>STR 4+ Melee weapon, Weapon Skill trained</i></p> <p>After you are targeted by a <i>Melee Attack</i>, add 2 recharge tokens to this action to add ♦ to the action's dice pool. If the attack misses, you may add or remove 1 recharge token from one of your <i>Melee Attack</i> cards.</p>



_____ HENCHMEN

NAME _____

St + Dm AG + Dm

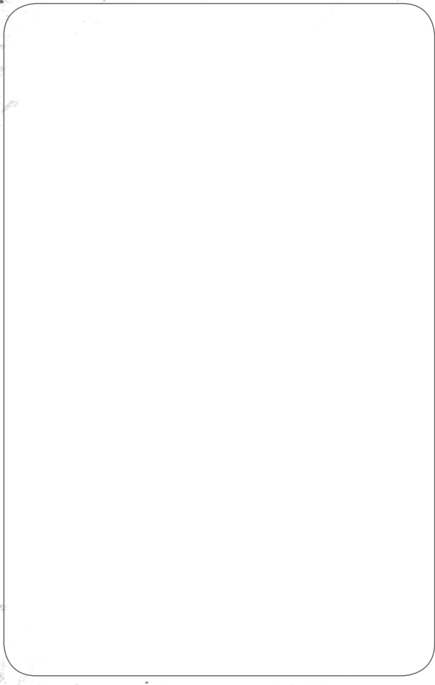
DEF ■ To + Sk

.....
.....
.....
.....



AGGRESSION CUNNING EXPERTISE

WOUNDS



_____ HENCHMEN

NAME _____

St + Dm AG + Dm

DEF ■ To + Sk

.....
.....
.....
.....



AGGRESSION CUNNING EXPERTISE

WOUNDS



_____ HENCHMEN

NAME _____

St + Dm AG + Dm

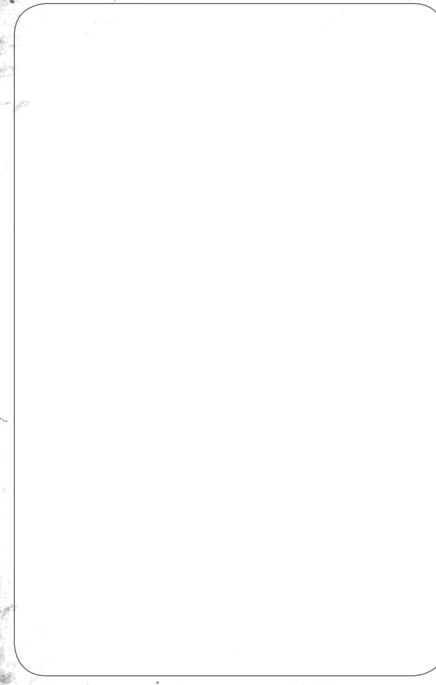
DEF ■ To + Sk

.....
.....
.....
.....



AGGRESSION CUNNING EXPERTISE

WOUNDS



_____ HENCHMEN

NAME _____

St + Dm AG + Dm

DEF ■ To + Sk

.....
.....
.....
.....



AGGRESSION CUNNING EXPERTISE

WOUNDS

BEASTMAN



Berzerker Slash (+ Monstrous)
Izka Madtooth

Fearsome Charge **Gor, Wargor**
Savage Strike (+ Basic)

Undying Ferocity
(+ Reaction) **Wargor**



Scourge Lash (+ Epic)



Bestial Howl (+ Monstrous,
Trauma) **Gor, Wargor**

Shaman



Pronouncements of Doom
(+ Leader, Ongoing)

Cloud of Gnats
(+ Rank 1, Chaos, Ongoing)

Grasp of the Oberslecht
(+ Rank 1, Chaos, Ongoing)

Howl of Chaos
(+ Rank 1, Chaos, Monstrous)

Crackling Chaos
(+ Rank 2, Chaos)

BESTIAL

Bestial



Aerial Assault (+ Flying)

Bestial Frenzy

Dangerous When Cornered

Boar, Giant Wolf

Headlong Charge **Boar**

Inescapable Power (+ Monstrous)

Mauling Strike

Tooth and Claw

Vicious Bite (+ Basic)



Venomous Web (+ Monstrous)

Dragon



Breath of Change (+ Chaos,
Tzeetch, Epic)

Flame Breath (+ Fire)

CHAOS



Brutal Assault (+ Basic)

Mauling Blow (+ Basic)

Reaving Strike **Marauder**

Rampaging Mutation
(+ Monstrous)

Chaos Spawn, Chaos Warrior

Ruinous Attack (+ Monstrous)

Marauder, Chaos Warrior

Run Amok

Skulls for the Skull Throne!
(+ Monstrous)

Storm of Red Ruin
(+ Ruinous Power)

Wrath of U'zuhl (+ Epic)

Slayer of Kings equipped

CHAOS, KHORNE



Axe of Khorne Strike (+ Daemonic)
Axe of Khorne equipped

Blood for the Blood God

Cornered Frenzy

Go for the Throat (+ Daemonic)
Flesh Hounds

Hellblade Slash (+ Daemonic)
Hellblade equipped

Skaeling Charge (+ Skaeling)

Spear of Destiny (+ Skaeling)

Skulls for the Skull Throne

Tear Out the Throat (+ Daemonic)

Unstoppable Rush (+ Daemonic)

Wounded Frenzy



Scourging Lash (+ Daemonic)
Whip equipped



Bellow of Rage (+ Daemonic)

Berzerker Fury (+ Ongoing)

Listen to the Wind (+ Skaeling)

Skulltaker (+ Daemonic)

CHAOS, NURGLE



Bubonic Assault (+ Daemonic)

Festering Strike (+ Daemonic)

Infected Blades (+ Cultist)

Leprous Blow (+ Daemonic)

Purulent Attack (+ Daemonic)

Putrefying Strike (+ Basic)

Slobber! (+ Daemonic)

Swarm of Filth (+ Daemonic)



Death's Head

Stream of Bile (+ Daemonic)



Dark Experiment (+ Ongoing)

Tally of Pestilence (+ Daemonic)



Nurgle's Kiss

Rank 1 Cloud of Flies (+ Ongoing)

Miasma of Pestilence

Nurgle's Touch

Stench of Nurgle (+ Ongoing)

Rank 2 Magnificent Buboes (+ Ongoing)

Stream of Corruption

Rank 3 Rancid Visitation



Curse of Decay (+ Ongoing)

Nurgle's Blessing (+ Ongoing)

Plague Mass (+ Ongoing)

CHAOS, SLAANESH



Final Caress (+ Daemonic)

Narcotic Caress (+ Daemonic, Ongoing)

Peerless Strike

Soporific Strike

(+ Daemonic, Ongoing)

Swift Severity (+ Daemonic)

The Perfect Stroke

Torment (+ Daemonic, Ongoing)



Chanson of Caging

(+ Daemonic, Ongoing)

Favoured Son

Malicious Seduction (+ Ongoing)

Tenacious Hunt
(+ Daemonic, Reaction)

Velvet Parlance (+ NPC)



Rank 1 Lash of Slaanesh

Beguiling Persuasion (+ Social)

Dance of Madness (+ Ongoing)

Enticing Delusions

Rank 2 Shards of Slaanesh

Charismatic Presence

(+ Ongoing)

Desire of Chaos (+ Ongoing)

Manic Frenzy (+ Ongoing)

Rank 3 Flesh Puppet (+ Ongoing)

Ecstatic Convulsions

CHAOS, TZEETCH



Daemonic Strike (+ Daemonic)

Fatebreaker

Feathered Frenzy (+ Daemonic)

For the Glory of Tzeetch! (+ Cultist)

Sorcerous Strike (+ Basic)

Horrific Assault (+ Daemonic)

Masters of Fate (+ Daemonic)

Overrun (+ Daemonic)

Wheeling Strike (+ Basic, Cultist)



Feather Dart (+ Daemonic)

Scorching Flames (+ Daemonic)



The Price of Knowledge

(+ Cultist, Ruinous Power)

Arcane Blast (+ Daemonic)

Arcane Explosion

Breaking the Wheel

Magic Rift

The Grand Deception (+ Daemonic)

Tzeetch's Favour (+ Daemonic)

Unravel Reality (+ Daemonic)

Veil of Trickery (+ Support)

Rank 1 Confusion of Tzeetch

Empathic Warp

Flickering Fire of Tzeetch

Traitorous Flesh (+ Ongoing)

Warp Reality (+ Ongoing)

Rank 2 Bolt of Change

Boon of Tzeetch (+ Ongoing)

Destroy Magic

Mindfire

Rank 3 Gift of Chaos

Treason of Tzeetch (+ Ongoing)

CULTIST



Slay the Unbeliever (+ Basic)

Profane Rites

Revel in Corruption

(+ Ruinous Power) **Cult Mutant**



Blasphemous Litany

(+ Ruinous Power) **Cult Leader**



DAEMONIC



Strafing Talon Strike **Furies**



Chaos Incarnate (+ Ruinous Power)



Swarm of Whispers
(+ Ruinous Power, Ongoing) **Imp**

DARK ELF



Assassin's Strike
Blur of Red Ruin (+ Epic)
Capture and Contain
Feint (+ Clan Eshin)
Shade Strike



Volley of Death
Reater weapon equipped



Cloak of Dragonscales
(+ Active Defence)

DARK MAGIC



Doombolt (+ Rank 1)
Dread Malaise (+ Rank 1)
Sadistic Glee
(+ Rank 1, Reaction)
Black Nimbus of Arnzipal
(+ Rank 2, Ongoing)
Soul Drain (+ Rank 2)
Black Breath of Death (+ Rank 3)

FOREST SPIRIT



Strangleroots



Enchanting Visage
(+ Social, Ongoing)
Tree Singing
(+ Ongoing)

GREENSKINS



Bounce 'n' Chomp **Squig**
Chompity Chomp Chomp!
(+ Monstrous) **Squig**
Chop! (+ Basic)
Crush 'em Good!
Da' Big Smash! **Orcs**
Ed Butt!
Jeer 'n' Jab **Goblins**
Kiss My Waaagh! (+ Epic)
Pigsticka
Stick 'em wif da Pointy End
(+ Basic) **Goblins**
Stomp
Swarm 'Em!
(+ Teamwork) **Snotlings, Goblins**
Warpath



Unquenchable Rage
(+ Black Orc, Epic, Ongoing)



Shaman, WAAAGH!
Da' Brainbursta'
Gaze of Mork (+ Petty)
Gerroff Me!
Quit Yer Yappin'
Shaman, Rank 1, WAAAGH!
Fire of Mork
Mork's Know Wotz
Mork Wants Ya!
Vindictive Glare

MONSTROUS



Devastating Swing (+ Basic)
Giants, Trolls
Devouring Grasp (+ Ongoing)
Rend the Flesh
River Troll, Stone Troll
Snapping Heads (+ Beast)
War Hydra
Swallow Whole (+ Ongoing)
Throw Into the Wall



Flying Debris
Giants
Vomit
River Troll, Stone Troll

SKAVEN



Boneripper Rat Ogre
Cheap Shot (+ Daemonic)
Feeding Frenzy/Avalanche of Flesh
(+ Monstrous, Ongoing)
Craven Attack (+ Goblin)
The Overwhelming Horde (+ Teamwork)
Sadistic Blow (+ Dark Elf, Chaos)



Quick-Quick, Kill-Kill!
Warpstone Throwing Stars (+ Clan Eshin)
Whip Strike (+ Dark Elf, Animal Handler)



Blessing of the Horned Rat
(+ Active Defence, Epic)
Fight-Fight! (+ Support)
Run-Run!



Rank 1 Aspect of the Horned Rat
Skitterleap (+ Reaction)
Vermintide

Rank 2 Pestilent Breath
Warp Lightning

SWARM



Drag Down
Inhibiting Attack
Overrun (+ Bestial)



Induce Panic
Relentless Horde



A Bone to Pick **Skeletons** (+ Basic)
...Braaaaaaaains! **Zombies**
Delicious Braaaaaaaains! **Zombies**
Grave Blade (+ Basic)
Haunting Visions (+ Spirit, Supernatural)
No Escape, No Hope (+ Basic, Ongoing)
Scything Death
(+ Cairn Wraith, Supernatural)
Seized by Bloodlust **Crypt Ghoul**



Ghostly Howl
(+ Tomb Banshee, Supernatural)



Beguipe (+ Supernatural)
Deathly Presence (+ Ongoing)
Raise the Dead
(+ Necromancy, Supernatural)
Summon Creatures of the Night
(+ Supernatural, Epic)



Rank 1, Necromancy
Hand of Dust
Mortification

Rank 2, Necromancy
Curse of Undeath
Drain Life

NPC



Agile Strike (+ Basic)
Bonecruncher Assault (+ Ogre, Epic)
Dazzling Display (+ Diestro)
Grapple
I am the Hammer (+ Basic, Sigmar)
Make a Stand (+ Basic, Teamwork)
Mighty Blow
Mob Justice
Subdue



Warning Shot (+ Reaction, Teamwork)



Come, Face Me! (+ Ongoing)
Do You Know Who I Am?

(+ Social, Ongoing)
Grace Under Pressure (+ Basic, Ongoing)
How Dare You Talk To Me Like That!
(+ Social, Ongoing)
I'll Make You Such a Deal... (+ Basic)
Imperious Manner (+ Social)
Quality Work (+ Ongoing, Rally)
Resist the Lure
(+ Social, Active Defence)



Arcane Bolt (+ Basic, Petty Magic,
Rank 0)



Benediction (+ Basic, Rank 0, Ongoing)
Sigmar's Healing Hand (+ Ongoing)
Storm Shroud (+ Celestial, Ongoing)

BEAST

Arachnarok Spider
(+ *Monstrous*)

Boar

Bonemauler

Cockatrice

Cold One

Demigryph, Juvenile

Dragon

Fenbeast

Giant Spider

Giant Wolf

Griffon

Harpy

Manticore

War Hydra
(+ *Monstrous*)

Wyvern

Characters

Beast of Fauligmere
(*Monstrous*)

Krijn's Fenbeast
(+ *Arcane*, + *Construct*)

BEASTMAN

Gor

Ghorgon
(+ *Monstrous*)

Minotaur

Ungor

Wargor

Characters

Foaldeath
(+ *Oberslecht*)

Izka Madtooth
(+ *Oberslecht*)

Khazrak One-Eye
(+ *Monstrous*, + *Epic*)

CHAOS

Chaos Knight

Chaos Spawn

Chaos Warrior

Dragon Ogre

Dragon Ogre (Shaggoth)

Forsaken

Marauder

Marauder Horseman

Characters

Mydthroth

Archaon the Everchosen
(+ *Epic*)

Sword of Chaos

Galrauch the Great Drake
(+ *Dragon*, + *Monstrous*,
+ *Epic*)

CHAOS, KHORNE

Chaos Champion of Khorne

Chaos Warrior of Khorne

Pit Fighter Cultist

Pit Fighter Cult Leader

Skaeling Marauder

Characters

Olaf Warhound (+ *Skaeling*)

Tuula Bloodhair (+ *Skaeling*)

Valkia the Bloody

CHAOS, NURGLE

Chaos Sorcerer of Nurgle

Characters

Doctor Festus

CHAOS, SLAANESH

Aesthetes Cultist

Aesthetes Cult Leader

Chaos Sorcerer of Slaanesh

Exalted Champion of Slaanesh

Jade Sceptre Cultist

Characters

Prince Sigvald

CHAOS, TZEENTCH

Sorcerer of Tzeentch

Sorcerer Lord of Tzeentch

CULTIST

Cult Follower

Cult Leader

Cult Mutant

Broken Wheel Leader
(+ *Tzeentch*)

Characters

Plague Leader Archbacillus
(+ *Chaos*, + *Nurgle*)

DAEMON

Chaos Fury

Imp

DAEMON, KHORNE

Bloodletter
Bloodthirster
Daemon Prince of Khorne
Flesh Hound
Juggernaut
Karanak
Skulltaker

DAEMON, NURGLE

Beast of Nurgle
Daemon Prince of Nurgle
Exalted Champion of Nurgle
Great Undean One
Nurgling
Plaguebearer

Characters
Epidemius

DAEMON, SLAANESH

Daemonette
Daemon Prince of Slaanesh
Fiend of Slaanesh
Keeper of Secrets
Masque of Slaanesh
Seeker of Slaanesh
Steed of Slaanesh

DAEMON, TZEENTCH

The Changeling
Coloured Fiend
Daemon Prince of Tzeentch
Disc of Tzeentch
Feathered Fiend
Flamer of Tzeentch
Herald of Tzeentch
Horror of Tzeentch
Lord of Change
Screamer of Tzeentch

Characters
Bobo

DARK ELF

Assassin
Corsair
Witch Elf

Characters
Lokhir Fellheart (+ *Epic*)

FOREST SPIRIT

Dryad
Spite
Tree Kin
Treeman

GIANTS & TROLLS

Giant
River Troll
Stone Troll

GREENSKINS

Goblin
Goblin Shaman
Night Goblin
Black Orc
Orc
Snotling
Squig

Characters
Gobspite
(+ *Night Goblin*, + *Stromdorf*)
Da Skikboyz Goblins
(+ *Night Goblin*, + *Stromdorf*)
Zurgash da Noiz-less
(+ *Night Goblin*)
Zurgash's Followers
(+ *Night Goblin*)
Nakka
GRingore Irinhode
(+ *Black Orc*, + *Epic*)

NPC

Cutthroat
Merchant (+ *Expert*)
Noble (+ *Basic*)
Ogre (*Ogre*)
Priest (+ *Expert*)
Ruffian (+ *Basic*)
Soldier (+ *Basic*)
Specialist (+ *Expert*)
Townfolk (+ *Basic*)
Wizard (+ *Expert*)

NPC CHARACTERS₁

Faulgimere
Matthias Krieger
Krieger's Zealots
Krijn
Voluria

Grenzstadt
Hans Blichter

Neues Emskrank
Zara Bok
Mann Hirsch
Willi Ziege

Golgfag Maneater
(+ *Ogre*, + *Monstrous*, + *Epic*)

Stromdorf
Franz Bieber
Magnus Gottschalk
Eduardo Rodrigues
Niklas Schulmann

Schlusselssloss
Reinhart Blickstein

Ubersreik
Maximilian Aschaffenberg
Leopold von Bruner
Esmeralda Fenstermacher
Guthrie von Hammastrat
Tomas von Karstat
Klaus von Rothstein

NPC CHARACTERS₂

Altdorf
Emperor Karl Franz
Ludwig Schwarzhelm

Averheim
Gravin Clothilde von Alptraum
Captain Marcus Baerfast
Federick Grosz
Graf Friedrich von Kaufman
Luminary Konrad Mauer
Katrina Mauer
Arta Schaffer
Curd Weiss

Middenheim
Adele Ketsenblum

NPC RETAINERS

Herald
Man-At-Arms
Master Chef
Money Counter
Steward
Valet

SKAVEN

Clanrat
Clan Eshin Assassin
Gutter Runner
Clan Moulder Packmaster
Clan Pestilens Plague Monk
Clan Skyre Poison Wind
Globadier
Hell Pit Abomination
(+ *Monstrous*)
Rat Ogre
Skavenslave

Stormvermin

Characters

Ubersreik
Grey Seer Rasknitt
Gristlegore

Averheim
Grott
Krasskulk
Scrabb

Epic
Boneripper (+ *Monstrous*)
Grey Seer Thanquol (+ *Grey Seer*)

SWARM

Bat Swarm
Insect Swarm
Rat Swarm

UNDEAD

Cairn Wraith
Crypt Ghoul
Skeleton
Spirit
Tomb Banshee
Vampire
Zombie

Characters

Count Otto III
Lazarus Mourn
(+ *Necromancer*, + *Stromdorf*)
Mannfred von Carstein
(+ *Epic*)
Stichelm's Skeleton
(+ *Stromdorf*)