

Another game aid

by **Universal Head**



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Game: **WARHAMMER FANTASY ROLEPLAY
3RD EDITION**

Publisher: **Fantasy Flight Games (2009)**

This set of campaign sheets is designed for use with an iPad and a PDF reader. **PDF Expert** is recommended for the checkbox functionality. The contents page is hyperlinked to the corresponding pages. Click the symbol at the top right of every page to return to the contents page.

These are combat reference sheets for running my own personal *WFRP3* campaign with the published adventures. Use as is or modify as you see fit.

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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Bandits

Watch Patrol

Townsfolk

Rat Swarm

Ghouls

Agnes Schild

Pestil Bloat - Dr Festus

Nurgle Cultists

Beast of Nurgle

Nurglings

Horror of Hugeldal

Matthias Krieger

Krieger's Zealots

GENERAL ENCOUNTERS



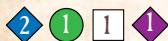
BANDIT LEADER

Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Bandit Leader	3□	3□	4	3□	3	4	3/4/2	15	CI

Dmg 5 | STR+Dmg 8

Def 2■

Soak 2 (LEATHER) | To+Soak 6



☠ Long Sword: DR 5, (STR+Dmg 8), CR 3



☞ Crossbow: DR 6 (AG+Dmg 9), CR 3, Long range, Reload, 2-Handed



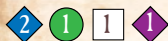
BANDITS

Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Bandits (Soldiers)	3□	3□	3	3	3	3	5/2/1	15	CI

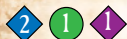
Dmg 5 | STR+Dmg 8

Def 1■

Soak 1 | To+Soak 4



☠ Long Sword: DR 5, (STR+Dmg 8), CR 3



☞ Crossbow: DR 6 (AG+Dmg 9), CR 3, Long range, Reload, 2-Handed



GENERAL ENCOUNTERS



WATCH PATROL LEADER

Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Watchmen Patrol Leader	3□	3□	3	3□	3	3□	5/2/2	15	CI

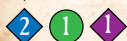
Dmg 5 | STR+Dmg 8

Def 2■

Soak 2 (LEATHER) | To+Soak 6



☠ Long Sword: DR 5, (STR+Dmg 8), CR 3



☠ Crossbow: DR 6 (AG+Dmg 9), CR 3, Long range, Reload, 2-Handed

☠
SUBDUE

☠
MAKE A STAND

☠
DODGE, PARRY

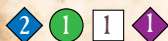
WATCHMEN (2 MEN OR 4 MEN PATROLS)

Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Watchmen (Soldiers)	3□	3□	3	3	3	3	5/2/1	15	CI

Dmg 5 | STR+Dmg 8

Def 1■

Soak 1 | To+Soak 4



☠ Long Sword: DR 5, (STR+Dmg 8), CR 3



☠ Crossbow: DR 6 (AG+Dmg 9), CR 3, Long range, Reload, 2-Handed

☠
SUBDUE

☠
DODGE, PARRY

GENERAL ENCOUNTERS



TOWNSFOLK

Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Townsfolk	3	3□	3	3	3□	3	4/3/0	10	RI

Dmg 3 | STR+Dmg 6

Def 0 ■

Soak 1 | To+Soak 4

Townsfolk

Townsfolk (Henchmen)



Improvised Weapon DR 3, (STR+Dmg 6), CR 3



MOB JUSTICE



MAKE A STAND



DODGE, PARRY

GENERAL ENCOUNTERS



RAT SWARM

Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Swarm	4	5	3	1	3	1	3/2/1	19	RI

Dmg 3 | STR+Dmg 7

Def 1 ■

Soak 3 | To+Soak 8



Teeth and Claws

- Filthy Vermin:** Each time swarm inflicts a critical, target must pass **Average** (2♦) *Resilience* (TO) check or contract disease.
- Overwhelming:** *Melee Attacks* by swarms gain:  The target must make a *Discipline* (WP) check against **Fear 1**.
- Implacable Horde:** Swarms cannot be knocked prone, immobilised, or forced to move involuntarily. Swarms are unaffected by **Fear** and **Terror**. Swarms may move away from an engagement at will.
- Night Vision:** Up to 2 fewer ■ added to dice pool for any effects from darkness or lack of sufficient light.
- 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 decrees.
- Tiny Creatures:** Swarms do not suffer critical wounds but, instead, suffer additional wounds equal to the critical's severity rating.



OVERRUN



RELENTLESS HORDE

When a large enough host of large rats has gathered, 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.

GENERAL ENCOUNTERS



GHOULS

Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Crypt Ghoul	4□	4	3□	3	3□	1	5/0/2	13	RI

Dmg 4 | STR+Dmg 8

Def 1■

Soak 2 | TO+Soak 6

3 1 1 1 Teeth and Claws

Fear 1 when first encountered. Unaffected by **Fear** and **Terror**.

Overwhelming: *Melee Attacks* by swarms gain: The target must make a *Discipline* (WP) check against **Fear 1**.

Night Vision: Up to 2 fewer ■ added to dice pool for any effects from darkness or lack of sufficient light.

Shambling: Cannot suffer fatigue for extra movement unless controlling force in long range (which may suffer stress to grant manoeuvres).

Optional

Filthy Vermin: Each time ghoul inflicts a critical, target must pass **Average** (2♦) *Resilience* (TO) check or contract disease.

A BONE TO PICK

DELICIOUS BRAAAAINS!

DODGE

Ghouls are deathly pale, hunched, cannibalistic humanoids that scuttle around on their hands and feet. 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 they inflict can become badly infected and potentially fatal.

SPECIAL ENCOUNTERS



AGNES SCHILD - BODYGUARD

Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Soldier	4□	4□	4	3	3□	3	5/2/1	16	C2

Dmg 4 | STR+Dmg 8

Def 1■

Soak 2 | TO+Soak 6

S 1	S 2	S 3	S 4
T 1	T 2	T 3	T 4
A 1	A 2	A 3	A 4

PASS
OUT

FATIGUE:

STRESS:

I 1	I 2	I 3	PASS
W 1	W 2	W 3	OUT
F 1	F 2	F 3	

Draw an insanity:

Each time you suffer *another* level of stress when stress is greater than WP (●).

Each time you suffer *another* level of stress when fatigue is greater than a physical characteristic *and* stress is greater than a mental characteristic.

At the end of an encounter, recover TO x fatigue, and WP x stress. After a full night's rest, recover the same amounts.



Fists:

DR 3, (STR+Dmg 7), CR 4

Trained Skills:

Athletics, Coordination, Intimidate, Resilience, Weapon Skill

SUBDUE

GRAPPLE

MIGHTY BLOW

IMP.DODGE

IMP.PARRY

SPECIAL ENCOUNTERS



PESTIL BLOAT - EXALTED CHAMPION OF NURGLE

Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Exalted Champion	7	7□	3	3	6□	4	7/3/3	24	R3

Dmg 6 | STR+Dmg 13

Def 2■

Soak 4 | To+Soak 11



☠ 2-Handed Axe: CR 2

Feared Foe: **Terror 1** when first encountered.

Paragon of Warfare: 1 rank trained in *Discipline*, *Leadership*, and *Resilience*; 2 ranks trained in *Weapon Skill*.

Putrefying Blade: When he inflicts a critical wound, the target suffers 2 fatigue.

Diseased: **Green Pox** (immune to penalties and modifiers).

Mark of Nurgle: If a character engaged with him attacks and rolls a ✱, he makes a **Disease 2** check (in addition to other effects). During his End of Turn phases Pestil Bloat removes 1 normal wound.

PUTREFYING STRIKE	PURULENT ATTACK	DEATH'S HEAD	DODGE, IMP. PARRY
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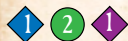
DR FESTUS

Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Blighted Acolyte Leader	3	4□	2	5□	5□	5	2/6/6	18	C2

Dmg 4 | STR+Dmg 7

Def 1■

Soak 2 | To+Soak 6



☠ Filth-encrusted Dagger: CR 3

Mad Insights: 1 rank trained in *Channelling*, *Education*, *First Aid*, *Magical Sight*, *Medicine* and *Spellcraft*.

Diseased: **Green Pox** and **The Plague** (immune to penalties and modifiers).

Mark of Nurgle: If a character engaged with him attacks and rolls a ✱, he makes a **Disease 2** check (in addition to other effects).

During his End of Turn phases Dr Festus removes 1 normal wound.

PUTREFYING STRIKE	NURGLE'S TOUCH	NURGLE'S KISS	TALLY OF PESTILENCE	DARK EXPERIMENT
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SPECIAL ENCOUNTERS



NURGLE CULTIST LEADER

Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Cult Leader	3	4	2	4	4	5	4/5/3	14	C2

Dmg 5 | STR+Dmg 8

Def 2 ■

Soak 1 | To+Soak 5



Filtch-encrusted blade: CR 3

Diseased: **Green Pox** (immune to penalties and modifiers).

Devoted Servant: **Piety** advanced skill.



NURGLE CULTISTS

Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Plague Member	3	4	2 □	3	3	3	3/3/1	10	C1

Dmg 5 | STR+Dmg 8

Def 1 ■

Soak 1 | To+Soak 5



Filtch-encrusted blade: CR 3

Diseased: **Green Pox** (immune to penalties and modifiers).

Devoted Servant: **Piety** advanced skill.



SPECIAL ENCOUNTERS



BEAST OF NURGLE

Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Beast of Nurgle	6	6	2	2	3	1	6/0/1	22	RI

Dmg 5 | STR+Dmg II

Def 1 ■

Soak 4 | TO+Soak 10



Claws and teeth

Terrifying: **Terror 2** when first encountered.

Regeneration: Recovers 1 normal wound at the end of each round. Does not work if wounded by fire this round.

Paralyzing Slime: *Melee Attacks* gain:

Target gains the **Sluggish** and **Overwhelmed** conditions for 2 rounds.

Nurgle's Rot: If a disease acquired from a Beast of Nurgle, roll 1 ♦. On a ✖ also gain **Nurgle's Rot** condition.

Hideous: Add 2 ♦ to all Charm checks.



FESTERING STRIKE



SLOBBER

This slimy daemon-beast resembles a huge, pallid slug, but with two webbed claws at the front, and a mass of paralyzing tentacles, teeth, and tongues for a head. Belying their repugnant appearance, they are extremely friendly creatures, bounding towards new 'playmates' to welcome them with lavish licks, their tentacles quivering with excitement, and their slugtails wagging, splashing toxic slime everywhere. When their new chum dissolves into a puddle of diseased mush, they seek out another friend.

SPECIAL ENCOUNTERS



NURGLINGS

Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Lesser Daemons	3	3□	3□	3□	3	3	2/5/1	7	RI

Dmg 3 | STR+Dmg 6

Def 2 ■

Soak 2 | TO+Soak 5



Claws, teeth etc.

Hideous: Add 2♦ to all Charm checks they make.

Nurgle's Rot: If a disease acquired from a Nurgling, roll 1♦. On a ✱ also gain **Nurgle's Rot** condition.



SWARM OF FILTH



FESTERING STRIKE



DODGE

HORROR AT HUGELDAL



LUKAS GOTTER, FINN SUMPFER, LARA PINER, DEV KRASSNER

Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Cult Members	3	4	2□	3	3	3	3/3/1	10	CI

Dmg 5 | STR+Dmg 8

Def 0 ■

Soak 0 | To+Soak 4

LUKAS	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
FINN	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
LARA	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
DEV	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐



 **Filth-encrusted blade:** CR 3

Diseased: **Green Pox** (immune to penalties and modifiers).

Devoted Servant: **Piety** advanced skill.

Mark of Nurgle: If a character engaged with him attacks and rolls a ✱, he makes a **Disease 2** check (in addition to other effects).



INFECTED BLADES



CURSE OF DECAY



PARRY

JONAS & LENA KENARON

Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Chaos Marauders	4□	4□	4	3	3□	2	4/2/1	10	RI

Dmg 4 | STR+Dmg 8

Def 0 ■

Soak 2 | To+Soak 6

JONAS	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
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 **2-Handed Hammer:** DR 7 (STR+Dmg 11), CR 3

LENA	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
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 **Sword:** DR 5 (STR+Dmg 9), CR 3

Diseased: **Green Pox** (immune to penalties and modifiers).

Devoted Servant: **Piety** advanced skill.



BRUTAL ASSAULT



RUINOUS ATTACK



REAVING STRIKE



IMP DODGE, IMP. PARRY

HORROR AT HUGELDAL



NIKLAUS

Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Chaos Mutant	3□	4□	3	3	3	2	4/2/1	14	RI

Dmg 3 | STR+Dmg 7

Def 2■

Soak 1 | To+Soak 5

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Claws etc.

Unwholesome Mutations: **Fear 1.**

SLAY THE UNBELIEVER

REVEL IN CORRUPTION

DODGE

GURGLEGASP, SEEPLASM, FOETORHACK - NURGLINGS

Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Lesser Daemons	3	3□	3□	3□	3	3	2/5/1	7	RI

Dmg 3 | STR+Dmg 6

Def 2■

Soak 2 | To+Soak 5

GURGLEGASP

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SEEPLASM

--	--	--	--	--	--	--	--

FOETORHACK

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Claws, teeth etc.

Hideous: Add 2♦ to all Charm checks they make.

Nurgle's Rot: If a disease acquired from a Nurgling, roll 1♦. On a ✱ also gain **Nurgle's Rot** condition.

SWARM OF FILTH

FESTERING STRIKE

DODGE

HORROR AT HUGELDAL



GUL PROLL - CHAOS SORCEROR

Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Chaos Sorcerer	3	4	3	5□	5□	3	2/8/3	15	C2

Dmg 4 | STR+Dmg 7

Def 1■

Soak 2 | TO+Soak 6



Filth-encrusted Dagger: CR 3

Channelling, Education, Magical Sight, and Spellcraft trained. Does not need to channel or use power to fuel spells.

Diseased: **Green Pox** (immune to penalties and modifiers).

Mark of Nurgle: If a character engaged with him attacks and rolls a ✱, he makes a **Disease 2** check (in addition to other effects).

During his End of Turn phases he removes 1 normal wound.



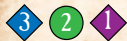
PNEUMOSHUDDER - PLAGUEBEARER

Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Lesser Daemon	5	5	2	3	4□	2	6/2/1	20	C2

Dmg 5 | STR+Dmg 10

Def 1■

Soak 4 | TO+Soak 9



Filth-encrusted Sword: CR 3

Terror 1 when first encountered.

Hideous: Add 2♦ to all Charm checks it makes.

Nurgle's Gift: When it inflicts a critical wound, target makes a **Disease 2** check.

Nurgle's Rot: If a disease acquired from a it, roll 1♦. On a ✱ also gain **Nurgle's Rot** condition.



SPECIAL ENCOUNTERS



MATTHIAS KRIEGER - WITCH HUNTER

Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Witch Hunter	4□	5□	4	4□	5□	4	6/4/5	20	C2 R4

Dmg 5 | STR+Dmg 9 Def 1■ Soak 4 (BREASTPLATE) | To+Soak 9

STANCE:

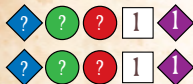
S 1	S 2	S 3	S 4
T 1	T 2	T 3	T 4
A 1	A 2	A 3	A 4

PASS OUT

FATIGUE:

STRESS:

I 1	I 2	I 3	PASS OUT
W 1	W 2	W 3	
F 1	F 2	F 3	



Sword (superior): DR 5, (STR+Dmg 9), CR 3



Pistol (superior): DR 6 (AG+Dmg 9), CR 2, Close range, Pierce 1, Reload, Unreliable 2 (explodes if 2 or more ✖, inflicting 2 wounds to wielder, bypassing Soak and TO).

Holy bullets: Pierce +1, add 2□ against an Enemy of Sigmar

Aura of Faith:

Minions of Chaos add ■ to any check that includes him as target.

Die, Chaos Scum!:

Gain ■ and +1 damage against followers of Chaos.

Intimidating Presence: Intimidate checks gain: The target suffers 1 stress.



EXECUTION SHOT



INSPIRING WORDS



TWISTING WORDS



STEELY GAZE



IMP. PARRY

A hard man in the latter half of his life, but still vigorous and dangerous. His beard has gone white, and his face is a mass of scars. He is utterly devoted to Sigmar, to his work and to his cause. He does not flinch from doing horrible things to innocent people; he does not flinch or feel remorse; he believes that what he does is right and just.

Krieger is not, however, a cruel or even unlikeable man. He can be kind, charming, and fiercely protective.

SPECIAL ENCOUNTERS



KRIEGER'S ZEALOTS

Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Zealots	5□	4□	3	3	4□	2	5/2/2	16	R3

Dmg 5 | STR+Dmg 10

Def 1■

Soak 2 | TO+Soak 6



 Hand Weapons: CR 3.

Zealotry:

□ to *Melee* and *Ranged Attacks* against followers of Chaos.

Insane:

Suffer from a random insanity.

Once per session, may increase Aggression by that insanity's severity.



DISORIENTING STRIKE



DODGE, PARRY