

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

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.

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 suffering 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.

ACTION TYPE

CREATURE & NPC ACTIONS

RECHARGE RATING

VICIOUS BITE

Basic, Bestial

WEAPON SKILL (ST) VS. TARGET DEFENCE

Used By: Beasts
Engaged with target

DIFFICULTY MODIFIER

creature clamps powerful jaws shut on a portion of the target

- ♣ The attack inflicts normal damage
- ♣♣ The attack inflicts critical damage

INESCAPABLE POWER

Bestial

WEAPON SKILL (ST) VS. TARGET DEFENCE

Used By: Giant Spider
Engaged with target

REQUIREMENTS

Effect: 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

In addition to the standard Basic Actions available to all characters (assuming they meet the individual action's requirements), creatures and NPCs have access to some specific, thematic actions. These are represented in each spread in a similar manner to standard action cards. The information, icons, and terms used are identical to those used to describe Action Cards, as shown on page 49 of the **Warhammer Fantasy Roleplay Rulebook**.

One special distinction is how these special actions recharge. When a creature or NPC action is recharging, no other creatures can use that action – it is unavailable until the action has fully recharged. Further, recharge tokens are not removed after an individual creature's activation. Rather, one recharge token is removed from every recharging action at the end of each round.

CHAOS



By means of insidious plots or unstoppable martial power, the forces of the dark gods have sought the downfall of all things since the coming of Chaos at the dawn of history. The followers of Chaos will not rest until the entire world becomes a realm of Chaos and a playground for the dark gods. Vast armies of Chaos-worshipping tribesmen pour down from the northern Chaos Wastes, while devotees of the Ruinous Powers seek to weaken and corrupt enemy nations from within, preparing the way for their allies from the north.

The forces of Chaos consist largely of the men of the northern realms: the seafaring warriors of Norsca, and the nomadic tribes of the Kurgan and the Hung from the distant Shadowlands. The champions of these tribes hope one day to be blessed by their dark patrons and elevated to the ranks of the Chaos Warriors, the chosen of the dark gods. Warbands of these marauders and Chaos Warriors burn, loot, and pillage at every opportunity, razing towns and villages to the ground and mercilessly slaughtering everyone who stands before them.

USING CHAOS

The harsh life of constant battle, intertribal warfare, and the roguers 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.

MARAUDER ☠☠

Natural born warriors, the harsh upbringing and clan rivalry of the men of the northern tribes wear 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.

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 \blackheartsuit 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 \blackheartsuit 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 Weapon Skill trained.

Frightening: Chaos Warriors cause Fear 2.

CREATURE	ST	TO	AG	INT	WP	FEL	A/C/E	WOUNDS	STANCE
MARAUDER	4■(4)	4■(2)	4(1)	3	3■	2	4/2/1	10	R1
CHAOS SPAWN	6(5)	6(2)	2(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

BRUTAL ASSAULT

Basic, Chaos

WEAPON SKILL (ST) VS. TARGET DEFENCE

Used By: Chaos
Engaged with target

Effect: The attacker strikes fiercely at his opponent

♣ The target is struck for normal damage

♣♣ The target is struck for +2 damage

♣♣♣ The attack inflicts critical damage

☠ The attacker suffers 1 wound

✧ The target of the attack may immediately perform a free manoeuvre

REAVING STRIKE

Chaos

WEAPON SKILL (ST) VS. TARGET DEFENCE

Used By: Marauder
Engaged with target

Special: If the target is critically wounded, ignore this attack's difficulty modifier

Effect: The marauder strikes brutally, exploiting its target's weaknesses

♣ The target is struck for normal damage, and suffers 1 fatigue

♣♣♣ The attack deals critical damage, and the target suffers 2 fatigue

♣♣ +2 damage

☠ The target may remove 1 recharge token from any of his currently recharging cards

✧ The target may remove one recharge token from any of his currently recharging cards

RUINOUS ATTACK

Chaos, Monstrous

WEAPON SKILL (ST) VS. TARGET DEFENCE

Used By: Marauder, Chaos Warrior
Melee weapon, target within close range

Special: As part of the action, the attacker may perform a free manoeuvre to engage its target

Effect: 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 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

✧ The attacker suffers 1 wound. If the attacker is a Chaos Warrior, this attack immediately recharges

RAMPAGING MUTATION

Chaos, Monstrous

WEAPON SKILL (ST) VS. TARGET DEFENCE

Used By: Chaos Spawn, Chaos Warrior
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, up to two other enemies in the engagement suffer the effects, as well

Effect: 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

♣♣♣ The attack inflicts +2 damage, +1 critical

♣♣ The attack has Terror 2

✧ 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