



WFRP2 Old World Animals

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Chapter 1: New Rules for Animals

Original rules for WFRP2 animals are divided between multiple different sourcebooks (*Core Rulebook*, *Old World Bestiary*, *Old World Armoury*...etc.). This is why this document was created in the first place. Then some changes needed to be done with the animal stats. And finally, some common animals were missing. First of all, I created new system for animal Intelligence which just seem to be too wild. Then some skills for smaller animals needed to be revised. Because smaller animals have too low Characteristics it becomes almost impossible to some animals actually be any good with some natural skills (like Scale Sheer Surfaces or Outdoor Survival). With the help of few new Special Rules I created more bonuses to these skills. Finally, then there was matter of Carry Capacity, which just doesn't work. But there is simple solution for fixing it for the Dray Animals (found below).

1.1 Animal Skills

Following skills, talents/traits are most common for the animals. They are counted in creation of these animals found on this document. If you are creating new animal, these abilities should always be checked. Others (skills, talents/traits) can be used also, but they are rarer.

Common Animal Skills:

- ❖ Concealment (small animals & predators)
- ❖ Dodge Blow (fast moving, flying and small animals are hard to hit)
- ❖ Follow Trail (trackers).
- ❖ Navigation (more rare skill, but some animals have extremely strong sense of navigation).
- ❖ Outdoor Survival (domestic animals have +0% bonus, wild animals have +20% bonus).
- ❖ Perception (all animals).
- ❖ Scale Sheer Surfaces (most animals have it, natural climbers & agile animals have +20% bonus).
- ❖ Silent Move (most animals have it).
- ❖ Swim (swimming animals)

Common Animal Talents/Traits:

- ❖ Keen Senses (almost all animals have extremely sharp senses).
- ❖ Natural Weapons (all bigger animals, especially predators, have this).
- ❖ Night Vision (almost all animals actually can see better in the dark).
- ❖ Animal Survival Instinct (natural bonuses for some skill tests)

1.2 Animal Intelligence

Different types of animal intelligence and Intelligence Characteristic.

Animal Intelligence (Int) Levels:

- ❖ Extremely High (Dolphins, Primates – Apes...): 16
- ❖ High (Whales, predatory mammals: Bears, Rats, Raccoons, Squirrels...): 14
- ❖ High Intermediate (Whales, Gulls, Birds of Prey...): 12
- ❖ Intermediate (grazing mammals: Deer's, Cows, Seals, Small Birds...): 10
- ❖ Low (carnivorous reptiles: Crocodiles...): 8
- ❖ Very Low (Lizard, Amphibians, Fish, Social Insects...): 5
- ❖ No Intelligence (Most Insects, Arthropods...): 0

1.3 Dray Animal Carry Capacity

Carry Capacity for Dray Animals: Is revised to handle encumbrance values equal to their Strength Characteristic x 55 (original number is Strength Characteristic x 30).

Revised Sturdy talent (check Animal Talents & Traits), with revised Carry Capacity, is needed to create working rules for Dray animals. With Revised Sturdy and new Carry Capacity War Horses may actually be able to carry fully armoured rider and their own armour.

1.4 Experienced Animal

These career schemes are created for animals. GM can actually give animals more XP and buy some advances to them. Characteristics don't change that much, but they can grow little. Two different schemes are for different size of animals. It is GM decision which scheme animal can follow.

Typical Animals: Rat, Cat, Birds, Lizard...

- Elder Small Animal Advanced Scheme -							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5	-	+5	+10	+20	+5	+10	-
Secondary Profile							
A	W	SB	TH	M	Mag	IP	FP
+1	+4	-	-	+1	-	-	-

Skills: Dodge Blow, Outdoor Survival, Perception, Scale Sheer Surfaces, Silent Move

Talents: Lighting Reflexes, Orientation, Resistance to Disease, Resistance to Poison

Typical Animals: Boar, Bear, Dog, Horse, Shark, Wolverine...

- Elder Large Animal Advanced Scheme -							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+15	-	+10	+10	-	+5	+10	-
Secondary Profile							
A	W	SB	TH	M	Mag	IP	FP
+1	+5	-	-	+1	-	-	-

Skills: Dodge Blow, Outdoor Survival, Perception, Scale Sheer Surfaces, Silent Move

Talents: Lighting Reflexes, Orientation, Resistance to Disease, Resistance to Poison



1.4 Animal Talents & Traits:

Following talents & traits are used in this document. Amphibious can be found originally from *The WFRP Companion* (WFRP2 sourcebook), Bear Hug from the *Realm of the Ice Queen* (WFRP2 sourcebook), Expert Climber from the *Tome of Corruption* (WFRP2 sourcebook), Thick Skin and Hideous Strength are Special Rule found originally from *Old World Bestiary* and *The WFRP Companion* (WFRP2 sourcebook). Burst of Speed, Claw Rake and Peerless Hunter are traits given originally in official WFRP2 forum for Wild Cats. Rest are other common traits for animals in this document.

Amphibious [Trait] (WC)

Description: Amphibious creatures are suited for life in and out of water. They can either breathe underwater or hold their breath for sufficiently long periods that, as far as the rules are concerned, they cannot drown. Further, they may take actions as normal while underwater, and do not halve their statistics (including Movement) while swimming.

Aquatic [Trait]

Description: Underwater is natural environment to these creatures. They can breathe underwater and cannot drown, but do not survive long outside water. Also, these creatures have good underwater movement and there is no penalty in underwater movement (they do not halve their statistics) while swimming.

Animal Survival Instinct [Trait]

Description: Animals are naturally good in some skills. Survivor instinct. This special rule gives +20% bonus to Follow Trail, Navigation, Outdoor Survival and Perception Tests.

Bear Hug [Talent] (RotIQ)

Description: You can pin large opponents with your massive bulk and powerful strength. You gain a +10 bonus on Grapple Tests and a total of +20 bonus on tests made to maintain the grapple and to damage the grappled opponent. Finally, your Strength Bonus counts as one higher when dealing damage on a grapple.

Burst of Speed [Trait] (forum)

Description: Once per combat, an animal can double its Movement until the end of its next turn.

Claw Rake [Trait] (forum)

Description: If an animal hits with at least 2 attacks when taking the Swift Attack action, it automatically deals an additional 1d10 damage.

Climber [Trait]

Description: These creatures are natural climbers. +20 bonus to any Scale Sheer Surfaces Tests.

Expert Climber [Trait] (ToC)

Description: Creatures with this talent may use the Scale Sheer Surface skill as a half action. They may also use this skill as a full action to climb a number of yards equal to their Movement Characteristic for each successful test.

Hideous Strength [Trait]

Description: All the attacks done by these creatures count as having the Armour Piercing and Impact Qualities.

Peerless Hunter [Trait] (forum)

Description: In areas of underbrush, forest, or any other type of natural growth, animal gains a +10 bonus on Concealment Tests.

Sturdy – Revised [Trait]

Description: You have a brawny physique. You are used to move in armour. Halve the armour encumbrance values while wearing them. This doesn't negate Agility minuses caused by Medium Armour.



Thick Skin [Trait]

Description: Due to their unusually thick skin, reduce the Critical Values of Critical Hits against them by 1.

Tracker [Trait]

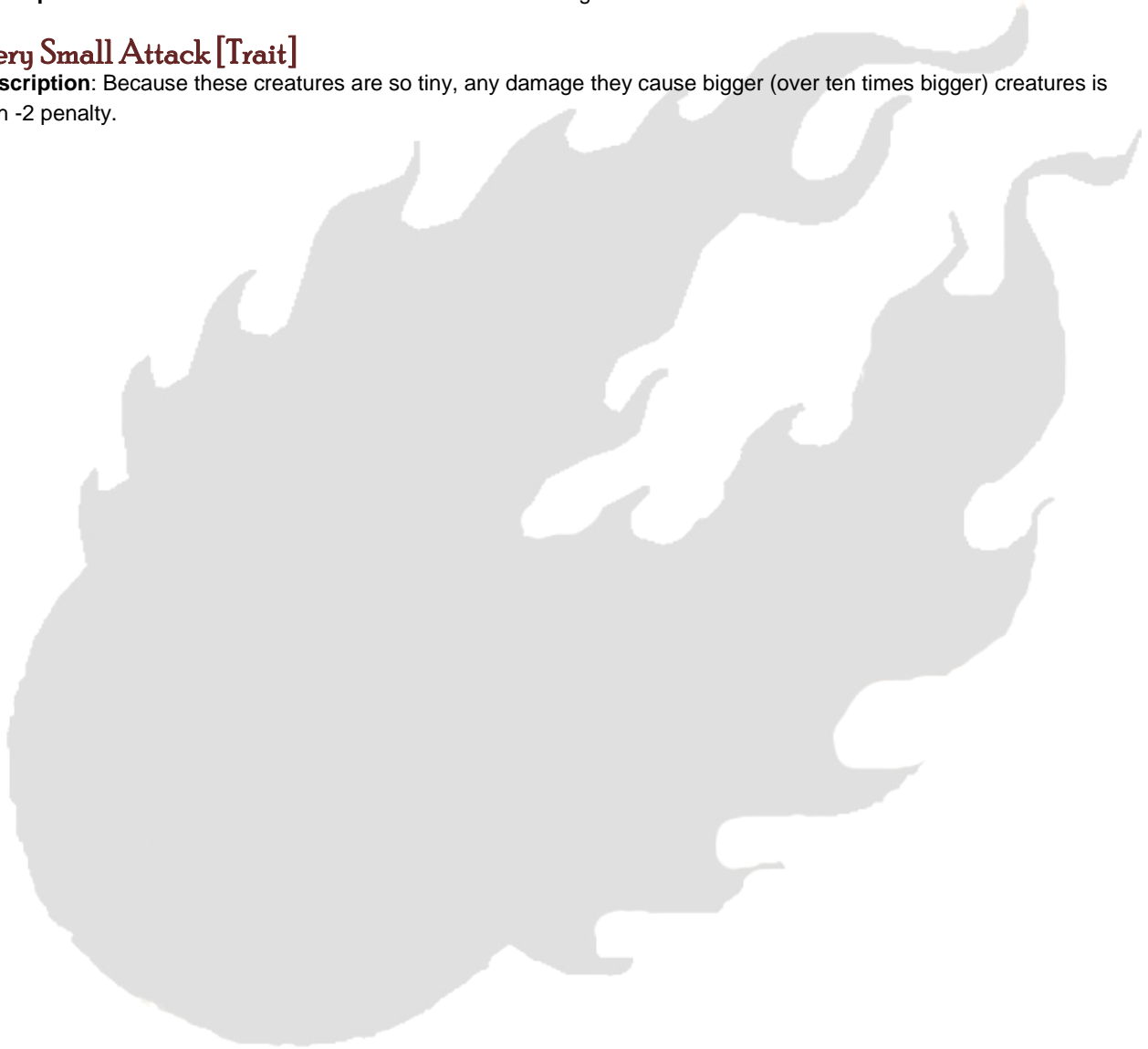
Description: These creatures are bred or naturally good to hunt down and track prey. Their ability to track is superior. +20 bonus to any Follow Trail or Perception Tests to track.

Swimmer [Trait]

Description: These creatures are natural swimmers. This trait gives +20 bonus to Swim Tests.

Very Small Attack [Trait]

Description: Because these creatures are so tiny, any damage they cause bigger (over ten times bigger) creatures is with -2 penalty.



Chapter 2: Animal Descriptions

New animal descriptions use rules above. So, more skills and talents have been added to animals. Also, there are new Special Rules, and some Characteristics may have changed. For Carry Capacity both new and old amount is mentioned for Dray Animals.

All the bonuses from the talents and Special Rules have been added to Characteristics with the marker (*). Skill bonuses are automatic (+0, +10 or +20) for that type of animal and don't count any talent or Special Rule bonuses. Example: Normal Bat has **Outdoor Survival** +20, but when skill is tested Bat gets total +40 bonus (+20 skill bonus plus Animal Survival Instinct bonus which is +20) for the Test.

More accurate information (colouring, hair, heights, weights...etc.) about different animals can be found from other sources. Only WFRP2 rules are given here.

Bat, Normal

Habitat: Forest, cave, ruin

Range: All Old World, Norsca

- Bat, Normal Statistics - Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
24	0	5 (0)	10 (1)	18	10	10	0

Skills: Dodge Blow (Ag +20), Outdoor Survival (Int +20), Perception (Int), Silent Move (Ag)

Talents: -

Traits: Animal Survival Instinct [NEW], Flier, Keen Senses, Night Hearing

Combat

Attacks: 1; **Movement:** 1 or fly 6; **Wounds:** 2

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Bite (1d10-4)

Slaughter Margin: Very Easy

Night Hearing

As Night Vision, but doesn't even require starlight or equivalent.

Bear, Large (Ice/Polar Bear, Northern Grizzly)

Habitat: Tundra, mountainous area, seacoast

Range: Norsca, World Edge Mountains, Kislev (winter), The Sea of Chaos (on ice), The Frozen Sea (on ice)

- Bear, Large Statistics - Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
39	0	59 (5)	53 (5)	30	14	35	0

Skills: Concealment (Ag +20), Follow Trail (Int), Intimidate (S +10), Outdoor Survival (Int +20), Perception (Int +10), Scale Sheer Surfaces (S), Swim (S +20)

Talents: Bear Hug [NEW], Strike Mighty Blow*, Strike to Injure**

Traits: Animal Survival Instinct [NEW], Frenzy, Keen Senses, Natural Weapons (Claws), Thick Skin*** [NEW], Unsettling

Combat

Attacks: 2; **Movement:** 4; **Wounds:** 28

Armour: - (Head 0, Arms 0, Body 0, Legs 0; CV-1***)

Weapons: Claws (1d10+6*; CV+1**)

Slaughter Margin: Hard



Bear, Medium (Brown)

Habitat: Forest, mountainous area

Range: All Old World, Norsca (spring, summer, autumn)

- Bear, Medium Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
38	0	52 (5)	47 (4)	25	14	25	0

Skills: Outdoor Survival (Int +20), Perception (Int), Scale Sheer Surfaces (S +10), Swim (S +20)

Talents: Bear Hug [NEW], Strike Mighty Blow*, Strike to Injure**

Traits: Animal Survival Instinct [NEW], Keen Senses, Natural Weapons (Claws), Thick Skin*** [NEW], Unsettling

Combat

Attacks: 2; **Movement:** 4; **Wounds:** 20

Armour: - (Head 0, Arms 0, Body 0, Legs 0; CV-1***)

Weapons: Claws (1d10+6*; CV+1**)

Slaughter Margin: Average

Bird, Bird of Prey (Falcon, Hawk, Owl, Buzzard)

Habitat: Forest, lake, mountain, coast

Range: All Old World, Norsca

- Bird, Bird of Prey Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
38	0	10 (1)	10 (1)	38	12	24	0

Skills: Dodge Blow (while flying) (Ag), Navigation (Int +20), Outdoor Survival (Int +20), Perception (Int +20), Silent Move (Ag)

Talents: Orientation, Strike to Injure*

Traits: Animal Survival Instinct [NEW], Excellent Vision, Flier, Hunter, Keen Senses, Night Vision, Poor Daylight Vision (only Owl)

Combat

Attacks: 2; **Movement:** 1 or fly 8; **Wounds:** 6

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Beak & Talons (1d10-1; CV+1*; fast)

Slaughter Margin: Very Easy

Hunter

The raptors talons and beak cause SB-2 damage with the Fast Quality.

Poor Daylight Vision

Owls have poor daylight vision. -20 penalty to any vision based Tests during the daylight hours.



Bird, Chicken

Habitat: Farmland

Range: All Old World, Norsca

- Bird, Chicken Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
10	0	8 (0)	8 (0)	50	10	12	0

Skills: Outdoor Survival (Int), Perception (Int)

Talents: -

Traits: Animal Survival Instinct [NEW], Hoverer, Keen Senses, Very Small Attack* [NEW]

Combat

Attacks: 1; **Movement:** 1 or hover 4; **Wounds:** 2

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Beak (1d10-6*)

Slaughter Margin: Very Easy

Bird, Eagle

Habitat: Seacoast, river, lake, dense forest, mountainous forest

Range: All Old World, Norsca

- Bird, Eagle Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
38	0	20 (2)	20 (2)	38	12	24	0

Skills: Navigation (Ag +20), Outdoor Survival (Int +20), Perception (Int +20), Silent Move (Ag)

Talents: Orientation, Strike to Injure*

Traits: Animal Survival Instinct [NEW], Excellent Vision, Flier, Keen Senses, Natural Weapon (Beak, Talons), Night Vision

Combat

Attacks: 1; **Movement:** 1 or fly 8; **Wounds:** 8

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Beak & Claws (1d10+2; CV+1*)

Slaughter Margin: Easy

Bird, Game Birds (Mallard/Duck, Goose, Pheasant, Peafowl/Peacock)

Habitat: Varies - Coast, marshes, woodland, fields

Range: All Old World, Norsca

- Bird, Game Birds Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
15	0	10 (1)	10 (1)	40	10	18	0

Skills: Dodge Blow (while flying) (Ag), Navigation (Int +20), Outdoor Survival (Int +20), Perception (Int +20), Silent Move (Ag), Swim (only for swimming birds) (S +20)

Talents: Orientation

Traits: Animal Survival Instinct [NEW], Flier, Keen Senses, Swimmer [NEW]

Combat

Attacks: 1; **Movement:** 1 or fly 7 or Swim 4; **Wounds:** 4

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Beak (1d10-3)

Slaughter Margin: Very Easy



Bird, Medium (Raven, Albatross, Seagull, Turkey, Pelican)

Habitat: Varies - Coast, marshes, oceanic, open country, farmland

Range: All Old World, Norsca

- Bird, Medium Birds Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
38	0	16 (1)	20 (2)	38	12	24	0

Skills: Dodge Blow (while flying) (Ag), Navigation (Int +10), Outdoor Survival (Int +20), Perception (Int +20), Silent Move (Ag)

Talents: Orientation

Traits: Animal Survival Instinct [NEW], Flier, Keen Senses

Combat

Attacks: 1; **Movement:** 1 or fly 8; **Wounds:** 4

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Beak (1d10-3)

Slaughter Margin: Very Easy

Bird, Small (Songbirds, Pigeon)

Habitat: Varies - Woodland, river, lake, marsh, farmland

Range: All Old World, Norsca

- Bird, Small Birds Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
10	0	5 (0)	5 (0)	50	10	12	0

Skills: Dodge Blow (while flying) (Ag +20), Navigation (Int +10), Outdoor Survival (Int +20), Perception (Int +20), Silent Move (Ag)

Talents: Orientation

Traits: Animal Survival Instinct [NEW], Flier, Keen Senses, Very Small Attack [NEW]*

Combat

Attacks: 1; **Movement:** 1 or fly 7; **Wounds:** 4

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Beak (1d10-6*)

Slaughter Margin: Very Easy





Boar, Giant (Warthog, Razorback)

Habitat: Forest

Range: All Old World, Norsca

- Boar, Giant (Warthog, Razorback) Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33	0	36 (3)	42 (4)	30	14	15	0

Skills: Follow Trail (Int), Outdoor Survival (Int +20), Perception (Int), Silent Move (Ag), Swim (S)

Talents: Strike Mighty Blow*

Traits: Animal Survival Instinct [NEW], Keen Senses, Natural Weapons (Tusks), Night Vision, Sturdy - Revised [NEW], Thick Skin** [NEW], War Boars

Combat

Attacks: 1; **Movement:** 7; **Wounds:** 15

Armour: - (Head 0, Arms 0, Body 0, Legs 0; CV-1**)

Weapons: Tusks (1d10+4*)

Slaughter Margin: Average

War Boars

Boars are sometimes used as ride animals by Orcs. They can carry this way 1980pts (1080pts) Encumbrance.

Boar, Normal

Habitat: Forest

Range: All Old World, Norsca

- Boar, Normal Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
32	0	30 (3)	40 (4)	30	14	15	0

Skills: Follow Trail (Int), Outdoor Survival (Int +20), Perception (Int), Silent Move (Ag +10), Swim (S)

Talents: Strike Mighty Blow*

Traits: Animal Survival Instinct [NEW], Keen Senses, Natural Weapons (Tusks), Night Vision, Thick Skin** [NEW]

Combat

Attacks: 1; **Movement:** 7; **Wounds:** 12

Armour: - (Head 0, Arms 0, Body 0, Legs 0; CV-1**)

Weapons: Tusks (1d10+4*)

Slaughter Margin: Routine





Bull (Ox)

Habitat: Farmland

Range: All Old World, Norsca

- Bull (Ox) Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33	0	45 (4)	46 (4)	30	10	20	0

Skills: Outdoor Survival (Int), Perception (Int), Swim (S)

Talents: Strike Mighty Blow*

Traits: Animal Survival Instinct [NEW], Dray Animal, Horns, Keen Senses, Natural Weapons (Horns & Trample), Night Vision, Thick Skin** [NEW]

Combat

Attacks: 1; **Movement:** 6; **Wounds:** 18

Armour: - (Head 0, Arms 0, Body 0, Legs 0; CV-1**)

Weapons: Horns & Trample (1d10+5*; impact)

Slaughter Margin: Average

Dray Animal

Used usually as dray animal. They can carry this way 2475pts (1350pts) Encumbrance.

Horns

When a Bull makes a charge attack, its tusks count as having the Impact Quality.

Cow

Habitat: Farmland

Range: All Old World, Norsca

- Cow Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
15	0	40 (4)	41 (4)	25	10	10	0

Skills: Outdoor Survival (Int), Perception (Int), Swim (S)

Talents: -

Traits: Animal Survival Instinct [NEW], Dray Animal, Horns, Keen Senses, Natural Weapons (Horns & Trample), Night Vision

Combat

Attacks: 1; **Movement:** 6; **Wounds:** 13

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Horns & Trample (1d10+4*)

Slaughter Margin: Easy

Dray Animal

Used usually as dray animal. They can carry this way 2200pts (1200pts) Encumbrance.





Deer (White Tailed, Reindeer)

Habitat: Forest, swamp, open brush land, tundra

Range: All Old World (White Tailed), Norsca (both)

- Deer Statistics - Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25	0	31 (3)	35 (3)	35	10	10	0

Skills: Outdoor Survival (Int +20), Perception (Int), Silent Move (Ag +20), Swim (S +10)

Talents: -

Traits: Animal Survival Instinct [NEW], Domestic Reindeer, Flee!, Horns, Keen Senses

Combat

Attacks: 1; **Movement:** 7; **Wounds:** 12

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Horns (1d10+1)

Slaughter Margin: Easy

Domestic Reindeer

Sometimes Reindeer is raised as domestic (half-wild) animal. This way it can be used to pull sledges and similar items (especially during the winter-time). They can carry this way 1705pts (930pts) Encumbrance.

Horns

Deer/Reindeer horns cause SB-2 damage.

Dog, Normal (Hunting, Herd)

Habitat: Rural area, farmland

Range: All Old World, Norsca

- Dog, Normal Statistics - Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25	0	21 (2)	21 (2)	30	14	30	0

Skills: Follow Trail (Int +20), Outdoor Survival (Int), Perception (Int +20), Silent Move (Ag), Swim (S)

Talents: -

Traits: Animal Survival Instinct [NEW], Flee!, Keen Senses, Natural Weapons (Fangs & Claws), Night Vision, Tracker [NEW]

Combat

Attacks: 1; **Movement:** 6; **Wounds:** 6

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Fangs & Claws (1d10+2)

Slaughter Margin: Easy



Dog, The Bretonnian Truffle Hound

Habitat: Rural area, farmland

Range: Bretonnia

- Dog, Bretonnian Truffle Hound Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35	0	32 (3)	32 (3)	35	14	43	0

Skills: Follow Trail (Int +20), Outdoor Survival (Int), Perception (Int +20), Silent Move (Ag), Swim (S)

Talents: -

Traits: Animal Survival Instinct [NEW], Flee!, Keen Senses, Natural Weapons (Fangs & Claws), Night Vision, Paranoid Rage, Tracker [NEW]

Combat

Attacks: 1; **Movement:** 6; **Wounds:** 8

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Fangs & Claws (1d10+3)

Slaughter Margin: Easy

Paranoid Rage

Bretonnian Truffle Hounds are very special dogs that can smell a buried truffle from over a hundred feet away (you may use +20 bonus to any Test), and, if possible, they immediately rush to the spot, dig the fungus up, and devour it. If they do this, then they become extremely paranoid about possible male rivals. After this they brutally attack any males (which ever race) for few rounds trying to bite especially to the groin area. If they score any Body Critical Effect of 7+ their hit has been very successful and very bad for the victim.

Dog, War

Habitat: Rural area, farmland

Range: All Old World, Norsca

- Dog, War Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
41	0	32 (3)	38 (3)	30	14	43	0

Skills: Follow Trail (Int +10), Outdoor Survival (Int), Perception (Int +20), Silent Move (Ag), Swim (S)

Talents: -

Traits: Animal Survival Instinct [NEW], Flee!, Keen Senses, Natural Weapons (Fangs & Claws), Night Vision, Tracker [NEW]

Combat

Attacks: 1; **Movement:** 6; **Wounds:** 10

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Fangs & Claws (1d10+3)

Slaughter Margin: Routine



Dolphin

Habitat: Oceanic

Range: Sea of Claws (summer), Sea of Chaos (summer), The Great Ocean, Tilean Sea, The Black Gulf

- Dolphin Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
30	0	34 (3)	34 (3)	40	16	40	0

Skills: Navigation (Int +20), Outdoor Survival (Int +20), Perception (Int +10), Silent Move (Ag +10), Swim (S +20)

Talents: Orientation

Traits: Animal Survival Instinct [NEW], Aquatic [NEW], Flee!, Keen Senses, Night Vision, Swimmer [NEW]

Combat

Attacks: 1; **Movement:** Swim 10; **Wounds:** 10

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Head/Nose Butt (1d10-1)

Slaughter Margin: Easy

Elk (Great Northern Elk, Oblast Elk)

Habitat: Forest, swamp, open brush land, tundra

Range: Northern Empire, Kislev, Norsca

- Elk Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33	0	36 (3)	40 (4)	30	10	12	0

Skills: Concealment (Int), Outdoor Survival (Int +20), Perception (Int +20), Silent Move (Ag +10), Swim (S)

Talents: Strike Mighty Blow*

Traits: Animal Survival Instinct [NEW], Keen Senses, Natural Weapon (Antlers & Hooves), Night Vision, Thick Skin** [NEW]

Combat

Attacks: 1; **Movement:** 7; **Wounds:** 18

Armour: - (Head 0, Arms 0, Body 0, Legs 0; CV-1**)

Weapons: Horns (1d10+4*)

Slaughter Margin: Average

Feline, Common Cat

Habitat: Rural area, farmland (wild cats also forest)

Range: All Old World, Norsca

- Feline, Common Cat Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25	0	10 (1)	10 (1)	40	12	10	0

Skills: Dodge Blow (Ag +10), Concealment (Ag), Outdoor Survival (Int), Perception (Int +10), Scale Sheer Surfaces (S +20), Shadowing (Ag +10), Silent Move (Ag +20), Swim (S +10)

Talents: Alley Cat

Traits: Animal Survival Instinct [NEW], Burst of Speed [NEW], Climber [NEW], Expert Climber [NEW], Keen Senses, Night Vision, Peerless Hunter [NEW]

Combat

Attacks: 1; **Movement:** 6; **Wounds:** 4

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Fangs & Claws (1d10-3)

Slaughter Margin: Very Easy



Feline, Great Forest Cat (Cougar, Puma)

Habitat: Forest, mountain, scrub

Range: Northern Empire, Kislev, Norsca

- Feline, Great Forest Cat Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35	0	30 (3)	40 (4)	40	12	30	0

Skills: Concealment (Ag), Dodge Blow (Ag), Outdoor Survival (Int +20), Perception (Int +10), Scale Sheer Surfaces (S +20), Shadowing (Ag +10), Silent Move (Ag +20), Swim (S +10)

Talents: Rover

Traits: Animal Survival Instinct [NEW], Burst of Speed [NEW], Claw Rake [NEW], Climber [NEW], Expert Climber [NEW], Keen Senses, Natural Weapons (Fangs & Claws), Night Vision, Peerless Hunter [NEW]

Combat

Attacks: 3; **Movement:** 8; **Wounds:** 18

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Fangs & Claws (1d10+3)

Slaughter Margin: Average

Feline, Lynx

Habitat: Forest, mountain forest, scrub

Range: Northern Empire, Kislev, Norsca

- Feline, Lynx Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
32	0	28 (2)	28 (2)	40	12	20	0

Skills: Dodge Blow (Ag), Concealment (Ag), Outdoor Survival (Int +20), Perception (Int +10), Scale Sheer Surfaces (S +20), Silent Move (Ag +20), Swim (S +20)

Talents: Rover

Traits: Animal Survival Instinct [NEW], Burst of Speed [NEW], Claw Rake [NEW], Climber [NEW], Expert Climber [NEW], Keen Senses, Natural Weapons (Fangs & Claws), Night Vision, Peerless Hunter [NEW]

Combat

Attacks: 2; **Movement:** 7; **Wounds:** 10

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Fangs & Claws (1d10+2)

Slaughter Margin: Routine



Frog/Toad

Habitat: Pond, marsh, swamp, lake

Range: All Old World, Norsca

- Frog/Toad Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
10	0	3 (0)	5 (0)	20	5	10	0

Skills: Dodge Blow (Ag +10), Outdoor Survival (Int +20), Perception (Int +10), Scale Sheer Surfaces (S +20), Silent Move (Ag +20), Swim (S +20)

Talents: -

Traits: Amphibious, Animal Survival Instinct [NEW], Climber [NEW], Keen Senses, Night Vision, Swimmer [NEW], Very Small Attack* [NEW]

Combat

Attacks: 1; **Movement:** 1 or Swim 3; **Wounds:** 1

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Bite (1d10-6*)

Slaughter Margin: Very Easy

Horse, Small (Donkey/Ass, Mule)

Habitat: Rural area, farmland

Range: All Old World

- Horse, Small Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
30	0	36 (3) / 40 (4)	38 (3) / 40 (4)	30	11	15	0

Skills: Outdoor Survival (Int), Perception (Int), Silent Move (Ag), Swim (S)

Talents: -

Traits: Acute Hearing, Animal Survival Instinct [NEW], Dray Animal, Hooves, Keen Senses, Mule

Combat

Attacks: 1; **Movement:** 6; **Wounds:** 12

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Hooves (1d10+1 / 1d10+2)

Slaughter Margin: Easy

Dray Animal

Used usually as dray animal. Donkey can carry this way 1980pts (1080pts) and Mule 2200pts (1200pts) Encumbrance.

Hooves

Hooves cause SB-2 damage.

Mule

Mules are crossbreed of Donkey and Horse. They have inherited best traits from both sides. This gives them Will Power and surefootedness of Donkey and size and stamina of Horse (change: S 40, T 40).



Horse, Pony

Habitat: Rural area, farmland

Range: All Old World, Norsca

- Horse, Pony Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25	0	35 (3)	35 (3)	35	10	10	0

Skills: Outdoor Survival (Int), Perception (Int), Silent Move (Ag), Swim (S)

Talents: -

Traits: Acute Hearing, Animal Survival Instinct [NEW], Dray Animal, Hooves, Keen Senses

Combat

Attacks: 1; **Movement:** 6; **Wounds:** 12

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Hooves (1d10+1)

Slaughter Margin: Easy

Dray Animal

Used usually as dray animal. They can carry this way 1925pts (1050pts) Encumbrance.

Hooves

Ponies hooves cause SB-2 damage.

Horse, Draft or Pack

Habitat: Rural area, farmland

Range: All Old World

- Horse, Draft or Pack Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25	0	42 (4)	35 (3)	30	10	10	0

Skills: Outdoor Survival (Int), Perception (Int), Silent Move (Ag), Swim (S)

Talents: -

Traits: Acute Hearing, Animal Survival Instinct [NEW], Dray Animal, Hooves, Keen Senses

Combat

Attacks: 1; **Movement:** 8; **Wounds:** 12

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Hooves (1d10+2)

Slaughter Margin: Average

Dray Animal

Used usually as dray animal. Normal Breed can carry this way 2310pts (1260pts) Encumbrance.

Hooves

Riding Horse hooves cause SB-2 damage.





Horse, Riding (Normal, Kislevite)

Habitat: Rural area, farmland

Range: All Old World, Norsca

- Horse, Riding Statistics -							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25	0	38 (3) / 37 (3)	38 (3) / 42 (4)	30	10	10	0

Skills: Outdoor Survival (Int), Perception (Int), Silent Move (Ag), Swim (S)

Talents: Stout-Hearted

Traits: Acute Hearing, Animal Survival Instinct [NEW], Dray Animal, Hooves, Keen Senses, Kislevite Breed

Combat

Attacks: 1; **Movement:** 8; **Wounds:** 12

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Hooves (1d10+1)

Slaughter Margin: Routine

Dray Animal

Used usually as dray animal. Normal Breed can carry this way 2090pts (1140pts) and Kislevite Breed 2035pts (1110pts) Encumbrance.

Hooves

Riding Horse hooves cause SB-2 damage.

Kislevite Breed

Kislevite Riding Horses are smaller and hardier than other Old World breeds and have thicker manes and broader chests (change: S 37, T 42).





Horse, Light Warhorse (Coursers, Kislevite)

Habitat: Rural area, farmland

Range: All Old World

- Horse, Light Warhorse Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
30	0	40 (4) / 37 (3)	40 (4) / 48 (4)	30 / 35	10	10	0

Skills: Outdoor Survival (Int), Perception (Int), Silent Move (Ag), Swim (S)

Talents: Stout-Hearted, Strike Mighty Blow*

Traits: Acute Hearing, Animal Survival Instinct [NEW], Dray Animal, Keen Senses, Kislevite Breed, Natural Weapons (Hooves), Sturdy - Revised [NEW], Warhorse

Combat

Attacks: 1; **Movement:** 8; **Wounds:** 16

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Hooves (1d10+5* / 1d10+4*)

Slaughter Margin: Average

Dray Animal

Used usually as dray animal. Normal Breed can carry this way 2200pts (1200pts) and Kislevite Breed 2035pts (1110pts) Encumbrance.

Kislevite Breed

Kislevite warhorses have a bad temper. Although smaller than the other breeds they are tougher and can subsist on very little sustenance (change: S 37, T 48, Ag 35).

Warhorse

These animals have been bred to withstand the horrors of war (to remain cool on the battle-field with smell of blood and the sounds of fighting). They gain a +30 special bonus on Fear and Terror (and any other similar) battle-field related tests.





Horse, Medium Warhorse (Destriers)

Habitat: Rural area, farmland

Range: All Old World

- Horse, Medium Warhorse Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
30	0	45 (4)	45 (4)	30	10	10	0

Skills: Outdoor Survival (Int), Perception (Int), Silent Move (Ag), Swim (S)

Talents: Stout-Hearted, Strike Mighty Blow*

Traits: Acute Hearing, Animal Survival Instinct [NEW], Dray Animal, Keen Senses, Natural Weapons (Hooves), Sturdy - Revised [NEW], Warhorse

Combat

Attacks: 1; **Movement:** 8; **Wounds:** 18

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Hooves (1d10+5*)

Slaughter Margin: Average

Dray Animal

Used usually as dray animal. They can carry this way 2475pts (1350pts) Encumbrance.

Warhorse

These animals have been bred to withstand the horrors of war (to remain cool on the battle-field with smell of blood and the sounds of fighting). They gain a +30 special bonus on Fear and Terror (and any other similar) battle-field related tests.

Horse, Heavy Warhorse (Bretonnian Charger)

Habitat: Rural area, farmland

Range: Bretonnia

- Horse, Heavy Warhorse Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35	0	45 (4)	45 (4)	30	10	10	0

Skills: Outdoor Survival (Int), Perception (Int), Swim (S)

Talents: Stout-Hearted, Strike Mighty Blow*

Traits: Acute Hearing, Animal Survival Instinct [NEW], Dray Animal, Keen Senses, Natural Weapons (Hooves), Sturdy - Revised [NEW], Warhorse

Combat

Attacks: 1; **Movement:** 9; **Wounds:** 18

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Hooves (1d10+5*)

Slaughter Margin: Average

Dray Animal

Used usually as dray animal. They can carry this way 2475pts (1350pts) Encumbrance.

Warhorse

These animals have been bred to withstand the horrors of war (to remain cool on the battle-field with smell of blood and the sounds of fighting). They gain a +30 special bonus on Fear and Terror (and any other similar) battle-field related tests.



Lizard, Small

Habitat: Forest, hill, mountain

Range: All Old World (summer), Norsca (spring, summer, autumn)

- Lizard, Small Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
20	0	12 (1)	20 (2)	25	5	20	0

Skills: Concealment (Ag +20), Dodge Blow (Ag +20), Outdoor Survival (Int +20), Perception (Int), Scale Sheer Surfaces (S +20), Silent Move (Ag +20), Swim (S +20)

Talents: Rover

Traits: Animal Survival Instinct [NEW], Climber [NEW], Expert Climber [NEW], Flee!, Keen Senses, Night Vision, Swimmer [NEW], Very Small Attack* [NEW]

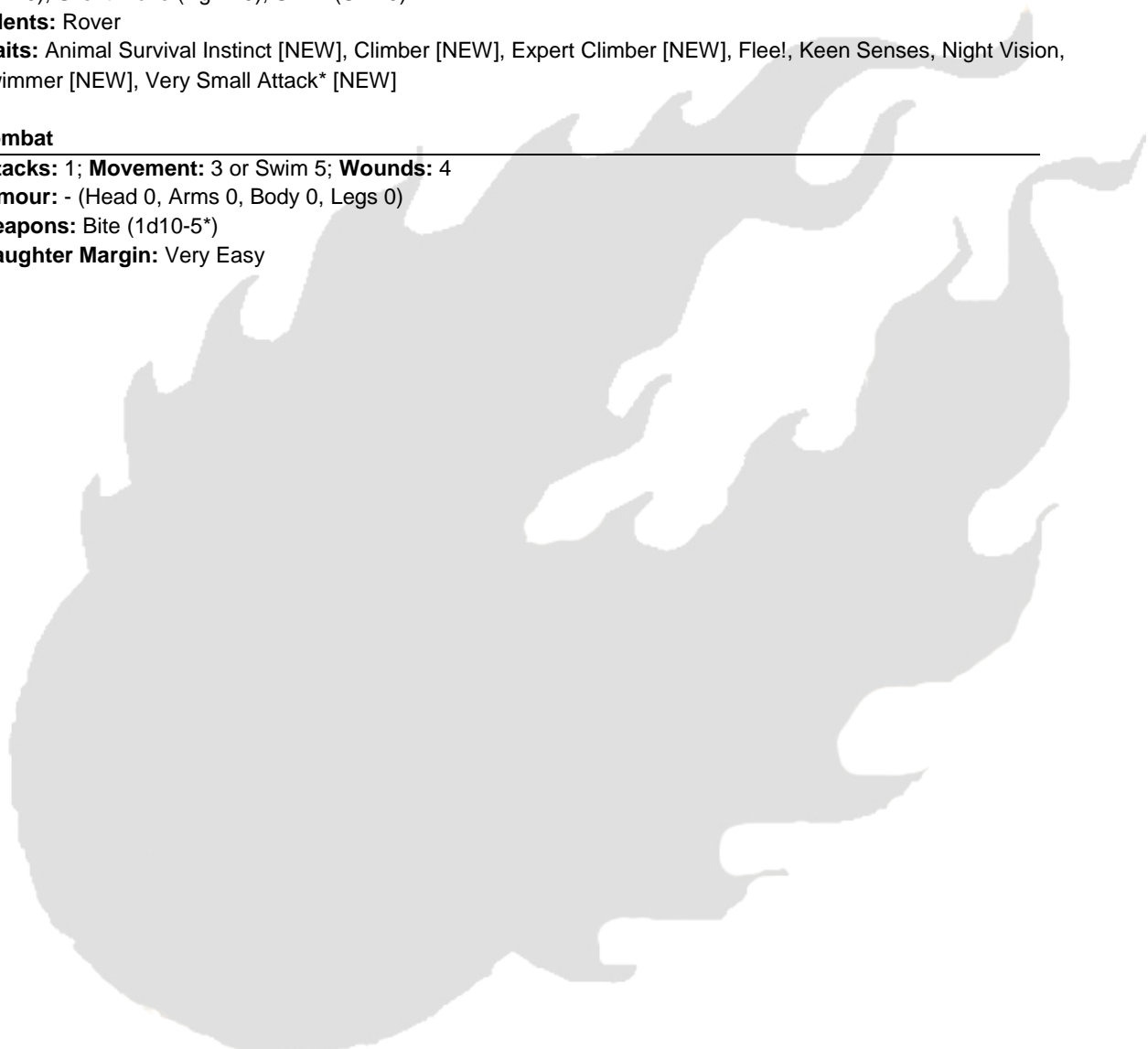
Combat

Attacks: 1; **Movement:** 3 or Swim 5; **Wounds:** 4

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Bite (1d10-5*)

Slaughter Margin: Very Easy



Octopus, Giant "Devil Fish"

Habitat: Oceanic

Range: Sea of Claws (summer), Sea of Chaos (summer), The Great Ocean, Tilean Sea, The Black Gulf

- Octopus Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35	0	64 (6)	66 (6)	54	14	46	0

Skills: Concealment (Ag +20), Outdoor Survival (Int +20), Perception (Int +10), Swim (S +20)

Talents: Strike to Injure*, Strike Mighty Blow**

Traits: Animal Survival Instinct [NEW], Aquatic [NEW], Drowner, Frightening, Grappler, Ink Cloud, Keen Senses, Natural Weapons (Tentacles), Swimmer [NEW], Tentacles, Thick Skin*** [NEW], Short Tentacles

Combat

Attacks: 4; **Movement:** Swim 6; **Wounds:** 18

Armour: - (Head 0, Arms 0, Body 0, Legs 0; CV-1***)

Weapons: Tentacles (1d10+7**; CV+1*)

Slaughter Margin: Hard

Drowner

If an Octopus successfully grapples a victim, it tries to drown him. If the victim fails an Opposed Strength Test, he is dragged under any available water. See the *Core Rulebook* or *WFRP Companion* for rules for drowning. The Octopus releases the victim if the grappling tentacle takes 1 Wound of more.

Grappler

Any successful grapple attempt does not render an Octopus incapable of taking actions as normal, nor does it confer +20 Weapon Skill bonuses to other outside attackers. Further, the Octopus need only spend a half action to maintain or cause damage to all grappled opponents, instead of a full action. However, an Octopus does lose 1 Attack from its profile per grappled victim.

Ink Cloud

Creature can spray an ink cloud into the water. Ink covers a 1d10x10 foot radius. Everyone in that radius will be blinded for the duration of that ink. Ink dissipates in 1d10+2 minutes.

Short Tentacles

Even Octopus has 8 tentacles they are very short and they are considered to attack in pairs. That is why it only has four attacks.

Tentacles

All hand-to-hand strikes against an Octopus are considered to hit its tentacles unless the attacker uses a half action to make an Average Agility Test to reach the head/body. A Critical Effect 1-4 on the tentacles results in the loss of 1 of the Octopus Attacks next round. A Critical Effect of 5+ cuts a tentacle off entirely. Cutting every two tentacles (there are 8) causes a permanent loss of 1 Attack. Tentacle Critical Effects cannot kill an Octopus.



Pig

Habitat: Farmland

Range: All Old World, Norsca

- Pig Statistics - Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
23	0	36 (3)	42 (4)	30	14	15	0

Skills: Outdoor Survival (Int), Perception (Int), Swim (S)

Talents: -

Traits: Animal Survival Instinct [NEW], Keen Senses, Night Vision, Tusks

Combat

Attacks: 1; **Movement:** 6; **Wounds:** 11

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Bite & Tusks (1d10-1)

Slaughter Margin: Easy

Tusks

When a Pig makes a charge attack, its tusks count as having Natural Weapons. Usually people don't let them grow.

Raccoon or Bandit

Habitat: Forest, near water and swamps

Range: All Old World, Norsca

- Raccoon or Bandit Statistics - Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
20	0	15 (1)	25 (2)	35	12	20	0

Skills: Outdoor Survival (Int +20), Perception (Int), Scale Sheer Surfaces (S +20), Silent Move (Ag +20), Sleight of Hand (Ag +20), Swim (S +20)

Talents: Rover

Traits: Animal Survival Instinct [NEW], Expert Climber [NEW], Keen Senses, Natural Weapons (Fangs & Claws), Natural Thief, Night Vision

Combat

Attacks: 1; **Movement:** 5 or Swim 6; **Wounds:** 6

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Fangs & Claws (1d10+1)

Slaughter Margin: Very Easy

Natural Thief

Very intelligent and resourceful creature. They have small articulated hands that enable them to open sliding and flip locks, bottles, cork caps...etc. That why they can actually palm objects and even pick pocket.





Rodents & Mustelids, Badger

Habitat: Open grassland, arid, forest

Range: All Old World, Norsca

- Rodents & Mustelids, Badger Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25	0	20 (2)	25 (2)	30	12	20	0

Skills: Follow Trail (Int +10), Outdoor Survival (Int +20), Perception (Int), Scale Sheer Surfaces (S +10), Silent Move (Ag +20)

Talents: -

Traits: Animal Survival Instinct [NEW], Digger, Keen Senses, Natural Weapons (Fangs & Claws), Night Vision

Combat

Attacks: 1; **Movement:** 5; **Wounds:** 6

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Fangs & Claws (1d10+2)

Slaughter Margin: Easy

Digger

Can dig very fast (5 feet per minute).

Rodents & Mustelids, Beaver

Habitat: Rivers, lakes with wooded banks

Range: Empire, Kislev, Norsca

- Rodents & Mustelids, Beaver Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
22	0	20 (2)	25 (2)	35	10	30	0

Skills: Concealment (Ag +10), Outdoor Survival (Int +20), Perception (Int), Silent Move (Ag +10), Swim (S +20)

Talents: -

Traits: Amphibious [NEW], Animal Survival Instinct [NEW], Keen Senses, Natural Weapons (Bite), Night Vision, Swimmer [NEW]

Combat

Attacks: 1; **Movement:** 2 or Swim 6; **Wounds:** 8

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Bite (1d10+2)

Slaughter Margin: Very Easy





Rodents & Mustelids, Rabbit

Habitat: Prairies, forest, scrub

Range: All Old World, Norsca

- Rodents & Mustelids, Rabbit Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
15	0	8 (0)	8 (0)	40	10	10	0

Skills: Concealment (Ag), Dodge Blow (Ag +10), Outdoor Survival (Int +20), Perception (Int +10), Silent Move (Ag +20)

Talents: Rover

Traits: Animal Survival Instinct [NEW], Flee!, Keen Senses, Night Vision, Very Small Attack* [NEW]

Combat

Attacks: 1; **Movement:** 6; **Wounds:** 4

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Bite (1d10-6*)

Slaughter Margin: Very Easy

Rodents & Mustelids, Rat

Habitat: Anywhere

Range: All Old World, Norsca

- Rodents & Mustelids, Rat Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
16	0	10 (1)	10 (1)	14	14	10	0

Skills: Dodge Blow (Ag +20), Outdoor Survival (Int +20), Perception (Int), Scale Sheer Surfaces (S +20), Silent Move (Ag +20), Swim (S +20)

Talents: -

Traits: Animal Survival Instinct [NEW], Keen Senses, Night Vision, Rat Endurance, Resistance to Disease, Resistance to Poison, Very Small Attack* [NEW]

Combat

Attacks: 1; **Movement:** 2; **Wounds:** 4

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Fangs & Claws (1d10-5*)

Slaughter Margin: Very Easy

Rat Endurance

Natural survivor even small and weak. +20 to any Resistance to Disease, Resistance to Poison, Scale sheer surfaces and Swim checks.





Rodents & Mustelids, Sable

Habitat: Forest

Range: Northern Empire, Kislev, Norsca

- Rodents & Mustelids, Sable Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
20	0	15 (1)	20 (2)	35	12	20	0

Skills: Follow Trail (Int +10), Outdoor Survival (Int +20), Perception (Int), Scale Sheer Surfaces (S +20), Silent Move (Ag +20), Swim (S +20)

Talents: -

Traits: Animal Survival Instinct [NEW], Keen Senses, Natural Weapons (Fangs & Claws), Night Vision

Combat

Attacks: 1; **Movement:** 6; **Wounds:** 6

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Fangs & Claws (1d10+1)

Slaughter Margin: Very Easy

Rodents & Mustelids, Skunk or Stinkers

Habitat: Woodland, grassland

Range: All Old World, Norsca

- Rodents & Mustelids, Skunk Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
20	0	15 (1)	15 (1)	30	12	20	0

Skills: Outdoor Survival (Int +20), Perception (Int), Scale Sheer Surfaces (S +20), Silent Move (Ag +10), Swim (S +20)

Talents: -

Traits: Animal Survival Instinct [NEW], Chemical Spray, Keen Senses, Natural Weapons (Fangs & Claws), Night Vision

Combat

Attacks: 1; **Movement:** 5; **Wounds:** 4

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Fangs & Claws (1d10-4)

Slaughter Margin: Very Easy

Chemical Spray

The animal can shoot a chemical spray which has a terrible stench that is repugnant to most animals, including humans. The Range of spray is 10 feet, but the overwhelming stink is powerful within a 100-foot radius and can be smelled from five times that distant. The spray causes victims to gag and be nauseous. Penalties: -10 to **WS, BS, Ag** Tests and -30 to **Fel** Tests for about 2d10+12 rounds. Even after that the stench lasts 3d10+30 hours! Stench is so strong even then, that victim has -20 to *Concealment* and *Silent Move* Tests and also to any **Fel** Tests.





Rodents & Mustelids, Other (Ferret, Marten, Mink, Squirrel, Weasel)

Habitat: Woodland, farmland

Range: All Old World, Norsca

- Rodents & Mustelids, Other Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
20	0	15 (1)	15 (1)	30	12	20	0

Skills: Concealment (Ag +10), Dodge Blow (Ag +10), Outdoor Survival (Int +20), Perception (Int), Scale Sheer Surfaces (S +20), Silent Move (Ag +20)

Talents: Rover

Traits: Animal Survival Instinct [NEW], Climber [NEW], Expert Climber [NEW], Keen Senses, Natural Weapons (Fangs & Claws), Night Vision, Peerless Hunter [NEW]

Combat

Attacks: 1; **Movement:** 5; **Wounds:** 4

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Fangs & Claws (1d10+1)

Slaughter Margin: Very Easy

Seal

Habitat: Coast, oceanic (ice)

Range: Sea of Claws, Sea of Chaos, The Frozen Sea

- Seal Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25	0	30 (3)	30 (3)	30	12	25	0

Skills: Follow Trail (Int +10), Outdoor Survival (Int +20), Perception (Int +10), Silent Move (Ag +10), Swim (S +20)

Talents: -

Traits: Amphibious [NEW], Animal Survival Instinct [NEW], Keen Senses, Natural Weapons (Bite), Night Vision, Swimmer [NEW], Thick Skin* [NEW]

Combat

Attacks: 1; **Movement:** 1 or Swim 6; **Wounds:** 10

Armour: - (Head 0, Arms 0, Body 0, Legs 0; CV-1*)

Weapons: Bite (1d10+3)

Slaughter Margin: Easy





Shark, Great White

Habitat: Oceanic

Range: Sea of Claws (summer), Sea of Chaos (summer), The Great Ocean, Tilean Sea, The Black Gulf

- Shark, Great White Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
55	0	53 (5)	50 (5)	40	5	50	0

Skills: Follow Trail (Int +20), Outdoor Survival (Int +20), Perception (Int +10), Silent Move (Ag), Swim (S +20)

Talents: Strike to Injure*, Strike Mighty Blow**

Traits: Animal Survival Instinct [NEW], Aquatic [NEW], Frenzy, Frightening, Keen Senses, Natural Weapons (Bite), Night Vision, Swimmer [NEW], Thick Skin*** [NEW], Will of Iron

Combat

Attacks: 2; **Movement:** Swim 9; **Wounds:** 20

Armour: - (Head 0, Arms 0, Body 0, Legs 0; CV-1***)

Weapons: Bite (1d10+6**; CV+1*; impact)

Slaughter Margin: Hard

Shark, Mako

Habitat: Oceanic

Range: Sea of Claws (summer), Sea of Chaos (summer), The Great Ocean, Tilean Sea, The Black Gulf

- Shark, Mako Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
32	0	40 (4)	40 (4)	40	5	25	0

Skills: Follow Trail (Int +20), Outdoor Survival (Int +20), Perception (Int +10), Silent Move (Ag +10), Swim (S +20)

Talents: Strike to Injure*, Strike Mighty Blow**

Traits: Animal Survival Instinct [NEW], Aquatic [NEW], Frenzy, Keen Senses, Natural Weapons (Bite), Night Vision, Swimmer [NEW], Thick Skin*** [NEW], Unsettling

Combat

Attacks: 1; **Movement:** Swim 10; **Wounds:** 12

Armour: - (Head 0, Arms 0, Body 0, Legs 0; CV-1***)

Weapons: Bite (1d10+5**; CV+1*; impact)

Slaughter Margin: Average





Sheep Family, Domestic (Sheep, Goat)

Habitat: Farmland

Range: All Old World, Norsca

- Sheep Family, Domestic Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
15	0	18 (1)	20 (2)	40	10	20	0

Skills: Outdoor Survival (Int), Perception (Int)

Talents: -

Traits: Animal Survival Instinct [NEW], Flee!, Goat Horns, Keen Senses, Night Vision

Combat

Attacks: 1; **Movement:** 6; **Wounds:** 6

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Sheep Bite (1d10-4) / Goat Horns (1d10-1)

Slaughter Margin: Very Easy

Goat Horns

The Goat horns cause SB-2 damage.

Sheep Family, Wild (Mountain Goat, Big Horn, Ram)

Habitat: Mountain

Range: World Edge Mountains, Vaults, Jotunheim Mountains (Norsca)

- Sheep Family, Wild Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
36	0	35 (3)	30 (3)	40	10	20	0

Skills: Outdoor Survival (Int +20), Perception (Int), Scale Sheer Surfaces (S +20), Silent Move (Ag)

Talents: -

Traits: Animal Survival Instinct [NEW], Climber [NEW], Expert Climber [NEW], Flee!, Horns, Keen Senses, Night Vision

Combat

Attacks: 1; **Movement:** 6; **Wounds:** 11

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Horns (1d10+1)

Slaughter Margin: Easy

Horns

Horns cause SB-2 damage.





Snake, Viper

Habitat: Anywhere

Range: All Old World, Norsca (spring, summer, autumn)

- Snake, Viper Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25	0	10 (1)	5 (0)	40	8	10	0

Skills: Outdoor Survival (Int +20), Perception (Int), Scale Sheer Surfaces (S +20), Silent Move (Ag +20), Swim (S +20)

Talents: -

Traits: Animal Survival Instinct [NEW], Bite, Climber [NEW], Mild Venom, Swimmer [NEW], Very Small Attack* [NEW]

Combat

Attacks: 1; **Movement:** 2; **Wounds:** 2

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Bite (1d10-5*)

Slaughter Margin: Very Easy

Bite

When snake attacks first roll 1d10 for damage without any bonuses. If there is any damage after armour and Toughness, then victim is poisoned. Check Venom below. For actual Wound points subtract after this normal -5 penalty that snake has.

Mild Venom

Upon launching an attack that inflicts at least one Wound (which is not absorbed by armour or Toughness), the victim must make a **Challenging (-10%) Toughness Test** or suffer 1 additional Wound every ten minutes until 1d10/2 Wounds are taken.



Squid, Giant "Sea Demon"

Habitat: Oceanic

Range: Sea of Claws, Sea of Chaos, The Great Ocean, The Frozen Sea

- Giant Squid Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
55	0	84 (8)	86 (8)	44	14	56	0

Skills: Navigation (Int +20), Outdoor Survival (Int +20), Perception (Int +10), Swim (S +20)

Talents: Orientation, Strike to Injure*, Strike Mighty Blow**

Traits: Animal Survival Instinct [NEW], Aquatic [NEW], Drowner, Frightening, Grappler, Ink Cloud, Keen Senses, Natural Weapons (Tentacles), Speed of Attack, Swimmer [NEW], Tentacles, Thick Skin*** [NEW], Unstoppable Blows, Will of Iron

Combat

Attacks: 10; **Movement:** Swim 12; **Wounds:** 28

Armour: - (Head 0, Arms 0, Body 0, Legs 0; CV-1***)

Weapons: Tentacles (1d10+9**; CV+1*)

Slaughter Margin: Very Hard

Drowner

If a Squid successfully grapples a victim, it tries to drown him. If the victim fails an Opposed Strength Test, he is dragged under any available water. See the *Core Rulebook* or *WFRP Companion* for rules for drowning. The Squid releases the victim if the grappling tentacle takes 1 Wound or more.

Grappler

Any successful grapple attempt does not render a Squid incapable of taking actions as normal, nor does it confer +20 Weapon Skill bonuses to other outside attackers. Further, the Squid need only spend a half action to maintain or cause damage to all grappled opponents, instead of a full action. However, a Squid does lose 1 Attack from its profile per grappled victim.

Ink Cloud

Creature can spray an ink cloud into the water. Ink covers a 1d10x10 foot radius. Everyone in that radius will be blinded for the duration of that ink. Ink dissipates in 1d10+2 minutes.

Speed of Attack

As long as the Squid has at least 6 Attacks left, it has so many tentacles flailing about that it can attack twice with a standard attack action instead of the normal once.

Tentacles

All hand-to-hand strikes against a Squid are considered to hit its tentacles unless the attacker uses a half action to make an Average Agility Test to reach the head/body. A Critical Effect 1-4 on the tentacles results in the loss of 1 of the Squid's Attacks next round. A Critical Effect of 5+ cuts a tentacle off entirely, resulting in a permanent loss of 1 Attack. Tentacle Critical Effects cannot kill a Squid.



Walrus

Habitat: Coast, oceanic (ice)

Range: Sea of Claws, Sea of Chaos, The Frozen Sea

- Walrus Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33	0	50 (5)	50 (5)	30	10	25	0

Skills: Follow Trail (Int), Outdoor Survival (Int +20), Perception (Int +10), Silent Move (Ag +10), Swim (S +20)

Talents: Strike Mighty Blow*

Traits: Amphibious [NEW], Animal Survival Instinct [NEW], Keen Senses, Natural Weapons (Bite), Night Vision, Swimmer [NEW], Thick Skin** [NEW]

Combat

Attacks: 2; **Movement:** 1 or Swim 6; **Wounds:** 20

Armour: - (Head 0, Arms 0, Body 0, Legs 0; CV-1**)

Weapons: Bite (1d10+6*)

Slaughter Margin: Challenging

Whale, Killer (Orca)

Habitat: Oceanic

Range: Sea of Claws (summer), Sea of Chaos (summer), The Great Ocean, Tilean Sea, The Black Gulf

- Whale, Killer Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
69	0	60 (6)	65 (6)	35	14	44	0

Skills: Navigation (Int +20), Outdoor Survival (Int +20), Perception (Int +10), Swim (S +20)

Talents: Orientation, Strike to Injure*, Strike Mighty Blow**

Traits: Animal Survival Instinct [NEW], Aquatic [NEW], Frightening, Hideous Strength*** [NEW], Keen Senses, Natural Weapons (Bite), Night Vision, Swimmer [NEW], Thick Skin**** [NEW], Will of Iron

Combat

Attacks: 2; **Movement:** Swim 10; **Wounds:** 26

Armour: - (Head 0, Arms 0, Body 0, Legs 0; CV-1***)

Weapons: Bite (1d10+7**; CV+1*; armour piercing, impact****)

Slaughter Margin: Hard

Whale, Sperm (Cachalot)

Habitat: Oceanic

Range: Sea of Claws (summer), Sea of Chaos (summer), The Great Ocean, Tilean Sea, The Black Gulf

- Whale, Sperm Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
69	0	70 (7)	75 (7)	35	14	44	0

Skills: Navigation (Int +20), Outdoor Survival (Int +20), Perception (Int +10), Swim (S +20)

Talents: Orientation, Strike to Injure*, Strike Mighty Blow**

Traits: Animal Survival Instinct [NEW], Aquatic [NEW], Frightening, Hideous Strength*** [NEW], Keen Senses, Natural Weapons (Bite), Night Vision, Swimmer [NEW], Thick Skin**** [NEW], Will of Iron

Combat

Attacks: 2; **Movement:** Swim 10; **Wounds:** 40

Armour: - (Head 0, Arms 0, Body 0, Legs 0; CV-1***)

Weapons: Bite (1d10+8**; CV+1*; armour piercing, impact****)

Slaughter Margin: Very Hard



Wild Canine, Fox

Habitat: Woodland, grassland, farmland

Range: All Old World, Norsca

- Wild Canine, Fox Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
20	0	18 (1)	18 (1)	35	14	30	0

Skills: Concealment (Ag +10), Dodge Blow (Ag), Follow Trail (Int), Outdoor Survival (Int +20), Perception (Int), Silent Move (Ag +10), Swim (Int +20)

Talents: Rover

Traits: Animal Survival Instinct [NEW], Flee!, Keen Senses, Natural Weapons (Fangs & Claws), Night Vision

Combat

Attacks: 1; **Movement:** 6; **Wounds:** 6

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Fangs & Claws (1d10+1)

Slaughter Margin: Very Easy

Wild Canine, Wolf

Habitat: Tundra, steppe, open woodland, forest

Range: All Old World, Norsca

- Wild Canine, Wolf Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
32	0	30 (3)	30 (3)	40	14	25	0

Skills: Follow Trail (Int +20), Outdoor Survival (Int +20), Perception (Int +10), Silent Move (Ag +10), Swim (Int +10)

Talents: -

Traits: Animal Survival Instinct [NEW], Keen Senses, Natural Weapons (Fangs & Claws), Night Vision, Tracker [NEW]

Combat

Attacks: 1; **Movement:** 6; **Wounds:** 10

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Fangs & Claws (1d10+3)

Slaughter Margin: Easy

Wolverine

Habitat: Forest, tundra

Range: Northern Empire, Kislev, Norsca

- Wolverine Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
32	0	40 (4)	45 (4)	25	14	25	0

Skills: Follow Trail (Int), Outdoor Survival (Int +20), Perception (Int), Scale Sheer Surfaces (S +10), Silent Move (Ag), Swim (S)

Talents: Strike Mighty Blow*

Traits: Animal Survival Instinct [NEW], Frenzy, Keen Senses, Natural Weapons (Fangs & Claws), Night Vision

Combat

Attacks: 2; **Movement:** 4; **Wounds:** 16

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Fangs & Claws (1d10+5*)

Slaughter Margin: Routine