

CARD & COMPONENT LISTS

This document uses the following shorthand for book titles:

- ★ WFRP the Warhammer Fantasy Roleplay Rulebook
- **+** ToA − Tome of Adventure
- + ToB Tome of Blessings
- **★** ToM Tome of Mysteries

This document includes references to cards and components from several sets. The set icon for the different products are:

- WHF01 Warhammer Fantasy Roleplay Core Set
- WHF02 Adventurer's Toolkit
- **WHF04** The Gathering Storm
- **WHF05** Game Master's Toolkit
- **WHF06** Winds of Magic

CARD & SHEET SIZES

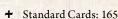
In parentheses following the type of card is a descriptor indicating what size that component is, and what type of card sleeve is ideal for cards of that size

Standard: Standard American Board Game Size. Dimensions: 2–1/4" x 3–1/2" (56 x 87 mm). FFG Supply code: **Green**

Mini: Mini American Board Game Size. Dimensions: 1–5/8" x 2–1/2" (41 x 63 mm). FFG Supply code: **Yellow**

Sheet: Reference sheet. Dimensions: 4" x 5" (102 x 127 mm).

WHFor Warhammer Fantasy Roleplay Core Set



- + Mini Cards: 224
- + Sheets: 35

ACTION CARDS (152 STANDARD)



BLESSINGS / DIVINE

- + Battle's Call
- + Blessing of Health
- + Blessing of Shallya
- + Call for Aid
- + Calming Touch
- + Cure Insanity
- + Cure Wounds
- + Curry Favour
- + Defy Undeath
- + Destroy Undead
- **★** Divine Assault
- + Divine Perseverance
- + Fearsome Visage
- + Frailty
- + Gritted Teeth
- + Guiding Dream
- + Healing Hand
- + Hopeful Prayer
- + Martyrdom
- + Minor Blessing
- + Minor Ward
- + Morr's Touch
- + Penitent Zeal
- + Righteous Strength
- + Scent of the Black Rose
- + Shallya's Mercy
- + Sigmar's Hammer
- + Sigmar's Strength
- + Sign of the Raven
- + Soothing Voice
- + Stay Morr's Hand/Speed Morr's Hand
- + The Raven's Eye

- + Time of Need
- + Twin-Tailed Comet



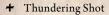
MELEE

- + Backstab
- + Beat Back
- + Coordinated Strike
- + Cut & Run
- + Disorienting Strike
- + Double Strike
- + Dramatic Flourish
- + Duelist's Strike
- + Grapple
- + Judgement of Vengeance
- **★** Melee Strike x3
- **+** Mighty Blow
- ♣ Nimble Strike
- + Reckless Cleave
- + Setup Strike
- + Shield Slam
- + Sword & Board
- + Thunderous Blow
- + Trollfeller Strike



RANGED

- + Accurate Shot
- + Arrowstorm
- + Bullseye
- + Called Shot
- + Chink in the Armour
- + Close Quarters Shot
- + Covering Fire
- + Execution Shot
- + Extreme Shot
- + Knockback Shot
- + Powerful Throw
- + Ranged Shot x3
- + Rapid Fire
- + Snap Shot
- + Sniper Shot
- + Threading the Needle



+ Twin Pistols



SPELLS / ARCANE

- + Bewilder
- + Blade in the Dark
- + Burning Blood
- + Cantrip
- + Cauterise
- + Channel Power
- + Choking Shadows
- + Combustion
- + Counterspell
- + Curse
- + Doppleganger
- + Eye of the Beholder
- + Fair Warning
- + Fiery Passion
- + First Portent of Amul
- + Flameblast
- + Flaming Sword of Rhuin
- + Glamour of Fire
- + Glimpse Eternity
- + Great Fires of U'Zhul
- + Lightning
- + Magic Dart
- + Omen
- + Pool of Shadows
- + Pyrokinesis
- + Second Portent of Amul
- + Shadowcloak
- + Shielding Winds of Aqshy
- + Shooting Star
- + Shroud of Invisibility
- + Stormcall
- + Swiftwing
- + The Cerulean Shield
- + Veil of Fear



SUPPORT

- + Assess the Situation x3
- + Big City Bravado
- + Block x3
- + Call of the Wild
- + Combat Focus
- + Conundrum
- + Devious Manoeuvre
- **→** Dodge x3
- + Exploit Opening
- + Fake Out
- + Find Weakness
- + Fluster
- + Formal Diplomacy/Informal Carousing
- + Guarded Position x3
- → Honeyed Words
- + I Thought We Were Friends
- + Improved Block

- + Improved Dodge
- + Improved Guarded Position
- + Improved Parry
- + Inspiring Words
- + Parry x3
- + Perform a Stunt x3
- + Predator or Prey
- + Scrutinise
- + Shrug it Off
- + Slplints and Bandages
- + Staring Contest
- + Steely Gaze
- + Twisting Words
- + Winning Smile

CAREER SHEETS (30)

- + Acolyte
- + Agent
- + Agitator
- + Apprentice Wizard
- + Barber-Surgeon
- + Boatman
- + Burgher
- + Coachman
- + Commoner
- + Dilettante
- + Disciple
- + Envoy
- + Flagellant
- + Gambler
- + Giant Slayer
- **+** Hunter
- + Initiate
- + Mercenary
- **+** Messenger
- + Roadwarden
- + Scout
- + Soldier
- + Student
- + Thief
- + Thug
- T Thug
- + Troll Slayer
- **★** Watchman
- + Waywatcher
- + Witch Hunter
- + Zealot

CAREER ABILITY CARDS (30 MINI)

- + Acolyte
- + Agent
- + Agitator
- + Apprentice Wizard
- + Barber-Surgeon
- + Boatman
- + Burgher
- + Coachman
- ★ Commoner★ Dilettante
- + Disciple

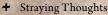
- + Envoy
- + Flagellant
- + Gambler
- + Giant Slayer
- + Hunter
- + Initiate
- + Mercenary
- + Messenger
- + Roadwarden
- + Scout
- + Soldier
- + Student
- + Thief
- + Thug
- + Troll Slayer
- + Watchman
- + Waywatcher
- ★ Witch Hunter★ Zealot

CONDITION CARDS (30 MINI)

- + Blinded x2
- + Cowed x2
- + Demoralised x2
- + Energised x2
- + Exposed x2
- + Frightened x2
- + Ill-Fortuned x2
- Inspired x2Invigorated x2
- ♣ Overwhelmed x2
- + Perplexed x2
- + Rattled x2
- + Sluggish x2
- ★ Staggered x2★ Weakened x2

Insanity Cards (30 mini)

- + Agoraphobia
- + Breathless Anxiety
- + Catatonia
- + Delusions of Grandeur
- + Dizzying Delirium
- + Don't Leave Me!
- + Dreadful Insight
- + Fading Memories
- + Faltering Steps
- + Fragile Nerves
- + Gibbering Terrors
- **★** Growing Apathy
- + Irrational Compulsion
- LethargyManic Fervour
- **★** Mounting Tension
- + Nagging Doubts
- + Omens of Doom
- Oppressive FearParanoia
- + Rotting Body



- + Suspicious Mind
- + Terrifying Visions
- + The Dry Heaves
- + The Shakes
- + Trepidation
- + Unhinged
- + Unnatural Cravings

ITEM CARDS (I STANDARD)

+ Korden's Hammer

LOCATION CARDS (12 STANDARD)

- + Abandoned Cemetary
- + Audience Chamber
- + Crumbling Ruins
- + Dilapidated Shrine
- + Forest Glade
- + Forge
- + Marketstrasse
- + Old Dirt Road
- + River Ferry Station
- + Secret Passageway
- + Wizard's Tower
- + Wood Elf Cairn

MISCAST CARDS (19 MINI)

- + Blinding Light
- + Chaotic Tremor
- + Coldsnap
- + Erratic Reflux
- + Hideous Vigour
- + Levitation
- + Magical Fury
- + Minor Disturbance
- + Nauseating Surge
- + Petrification
- + Power Drain
- + Reality Switch
- + Simulacrum
- + Strained Senses
- + Temporary Insanity
- + Time Distortion
- + Unnatural Lucidity
- + Violent Backlash
- ★ Wracking Agony

SPECIALTY CARDS (6 MINI)

- + Faith Morr
- + Faith Shallya
- + Faith Sigmar
- + Order Bright
- + Order Celestial
- + Order Grey

TALENT CARDS (39 MINI)

FOCUS TALENTS

- + Clear Minded
- + Clever
- + Contemplative

- + Deductive Reasoning
- + Determined
- + I Seem to Recall...
- + I've Seen Worse...
- + Instinctive
- + Jack of All Trades
- **+** Keen Eyes
- + Quick Wits
- + Resolute
- + Shadow Stalker

REPUTATION TALENTS

- + Better Lucky Than Good
- + Charismatic
- + Confident
- + Favoured by Fortune
- + Fearless
- + Gregarious
- + I Know a Guy...
- + Icy Stare
- + Notorious
- + Resourceful
- + Shady
- **★** Silver Tongue
- + Strong Willed

TACTIC TALENTS (RED)

- + Catlike Reflexes
- + Charge
- + Combat Alertness
- + Coordinated Efforts
- + Exceptional Training

- + Flanking Manoeuvre
- Girding Oneself
- + I'll Sleep When I'm Dead
- + Lead from the Front
- + Might Makes Right
- + Relentless Approach
- + Shield Wall
- + Timely Surge

Wound Cards (70 MINI)

- + Aches and Pains x2
- ★ Aggravated Wound x2
- + Annoying Injury
- Blow to the HeadBroken Nose
- + Concussion x4
- + Crushing Blow
- Dislocated Shoulder
- + Disoriented
- + Distracting Injury
- + Dizzying Blow
- + Exhausting Blow
- **★** Exposed Weakness x2
- + Festering Wound x2
- ♣ Flesh Wound x4
- + Grievous Injury
- Gruesome BruiseHideous Injury x2
- + Horrible Gash
- + Internal Bleeding
- + Low Blow

- Minor Nuisance x6
- Minor Trauma x6
- Nagging Injury
- Painful Blow
- Painful Injury
- Pulled Muscle x2
- Punch Drunk x2
- Ringing Blow
- Ringing Skull x3
- Ruptured Spleen x2
- Severe Sprain
- Short of Breath x2
- Sickening Blow x2
- Smashed Limb
- Spitting Teeth
- Swimming Vision x2
- Traumatic Blow
- Twisted Joint
- Worrisome Blow
- Wrenched Back

NOTE: Broken Rib and Constant Pain were mistakenly listed as WHF01 Core Set wound cards. The correct cards for those two slots are Low Blow and Painful Injury.

PARTY SHEETS

- ★ Swords for Hire
- Gang of Thugs
- + Brash Young Fools
- **★** Intrepid Explorers
- Servants of Justice

PUNCHBOARD (3 SHEETS)

- 48 tracking tokens
- 6 stance rings
- 6 activation tokens
- 2 large standups
- 47 medium standups
- 39 stress & fatigue tokens
- 40 puzzle-fit stance pieces
- 5 puzzle-fit centre pieces

WHF02 ADVENTURER'S TOOLKIT

- Standard Cards: 55
- Mini Cards: 56
- Sheets: 15

ACTION CARDS (53 STANDARD)



MELEE

- Aaah Call Him Off!
- Acrobatic Strike
- Counterblow
- Final Stroke of the Master
- High King Gotrek's Justice
- Insulting Blow

- Leap from Stillness/Stooping Hawk Leap
- Melee Strike
- Orion's Gambol
- Path of Falling Water
- Path of the Autumn Wind
- Path of the Summer Gale
- Path of the Swooping Hawk
- Riposte
- Skalf's Anvil
- Surprise Attack
- Tempest's Fury
- Tooth and Nail
- Whirling Death
- Wrath of Morgrim



RANGED

- + Flight of the Phoenix
- **Immobilising Shot**
- Ranged Shot
- Sudden Knife
- Trick Shot



SUPPORT

- Assess the Situation
- Berzerker Rage!
- Block
- Dirty Tricks
- + Dodge
- Fear Me!
- Fetch, Boy!
- Guarded Position
- Herding Instinct
- Improved Block
- Improved Dodge
- Improved Guarded Position
- Improved Parry
- Man's Best Friend
- My Life for Yours
- Old Dog, New Trick
- Parry
- Perform a Stunt
- Saga of Grimnir
- Saga of Grungni
- Saga of Valaya
- Shadow's Coil
- Speed of Asuryan
- The Viper's Dance
- Trivial Knowledge
- Wall of Steel
- Who's Next?
- Woven Mist

CAREER SHEETS (10)

- + Bailiff
- **Bounty Hunter**
- Dockhand
- Ironbreaker
- Pit Fighter

- Ratcatcher
- Scribe
- Smuggler
- Swordmaster
- Wardancer

CAREER ABILITY CARDS (10 MINI)

- + Bailiff
- + Bounty Hunter
- Dockhand
- Ironbreaker
- Pit Fighter
- Ratcatcher
- Scribe
- Smuggler
- Swordmaster
- Wardancer

CONDITION CARDS (10 MINI)

- + Damaged x2
- + Entangled x2
- Intoxicated x2
- Shock x2
- Traumatised x2

FOLLOWER SHEET (1)

- + Small But Vicious Dog
- ITEM CARDS (2 STANDARD)
 - + Greatsword of Hoeth + Gromril Armour

TALENT CARDS (30 MINI)

FOCUS TALENTS

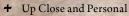
- + Adaptable
- ★ Aethyric Attunement
- Air of Authority
- Devious
- Serene Skeptical
- Unshakable
- Well-Read

REPUTATION TALENTS

- Ambitious
- Connected
- Foul Mouthed
- Great Sense of Humour
- Outgoing
- + Protective
- Social Butterfly
- + Stiff Upper Lip

TACTIC TALENTS

- + Cavalry Specialist
- + Exploit a Weakness Made of Iron
- Roll With It
- Twist the Knife
- + Untouchable



+ Vigilant

TRICK TALENTS

- + Bite and Shake
- + Good Dog
- + Harrier
- **★** Man's Best Friend
- + Nip at the Heels
- + Warning Bark

WOUND CARDS (6 MINI)

- + Broken Rib
- + Constant Pain
- + Deep Wound
- + Disfiguring Scar
- + Mangled Limb x2

PARTY SHEETS (4)

- + Diplomatic Entourage
- + Oathbound
- + Glory Hounds
- + Defiant Scoundrels

PUNCHBOARD (1 SHEET)

- + 24 tracking tokens
- + 12 fatigue & stress tokens
- + 10 medium standups
- + 1 small standup
- + 1 stance ring
- + 1 activation token
- + 10 puzzle-fit stance pieces
- + 2 puzzle-fit centre pieces

WHF04 THE GATHERING STORM



WARNING –The Card & Component List May Contain Some Spoilers! If you are going to participate in this adventure as a player, you may wish to skip this list.

A general list of cards and components is presented here, for a specific list, see the WFRP Support Page.

- + Standard Cards: 36
- + Small Cards: 28
- + Sheets: 8

ITEM CARDS (13 STANDARD)

LOCATION CARDS (13 STANDARD)

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ACTION CARDS (10 STANDARD)

CONDITION CARDS (8 MINI)

INSANITY CARDS (3 MINI)

MISCAST CARDS (5 MINI)

TALENT CARDS (6 MINI)

Wound Cards (6 MINI)

WHFos Game Master's Toolkit



- + Standard Cards: 22
- + Sheets: 8

ITEM CARDS (10 STANDARD)

- + Biting Axe
- **★** Bow of Athel Loren
- + Dwarf Horn
- + Dwarf-forged Armour
- + Enchanted Shield
- **★** Forbidden Tome
- + Locked Chest
- + Mysterious Flask
- + Profane Artefact
- + Profane Weapon

LOCATION CARDS (12 STANDARD)

- + Abandoned Mine
- + Burning Building
- + City Gates
- + Festival Grounds
- + Fortified Entrance
- + Hidden Shrine
- + Merchant's Wagon
- + Mysterious Cave
- + Rural Settlement
- + Steep Cliff
- + Toll House
- + Treasure Vault

NEMESIS ORGANIZATION SHEETS (8)

- + Brotherhood of Blades
- + The Criminal Empire
- **★** The Eldritch Circle
- **+** The Knights Templar
- + The Lurking Threat
- + The Powermongers
- ★ The Savage Warband
- + The Unholy Crusade

PUNCHBOARD (1 SHEET)

- + 24 tracking tokens
- + 2 large standups
- + 14 medium standups
- + 4 small standups
- + 1 pre-built progress track

GAME MASTER'S SCREEN (1)

WHF06 WINDS OF MAGIC



- + Standard Cards: 110
- + Mini Cards: 56
- + Sheets: 14

BEASTFORM CARDS (3 STANDARD)

- + Black Bear
- + Raven
- + Grey Wolf

LOCATION CARDS (5 STANDARD)

- + Broad Sewers
- + Clock Tower
- + Magic Laboratory
- + Scribe's Shoppe
- **★** Temple Hospice

ITEM CARDS (5 STANDARD)

- + Magic Scroll
- **★** Magic Wand
- **+** Wand of Feathers
- + Warpstone Nugget
- + Wizard's Staff

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ACTION CARDS (97 STANDARD)



SPELLS / ARCANE

AMBER ORDER

- + Beast Speech
- + Bestial Transformation
- Feral Howl
- Fangs of Fury
- Form of the Black Bear/ Form of the Brown Bear
- Form of the Black Raven/ Form of the Crow
- Form of the Grey Wolf/ Form of the White Wolf
- Judgement of Beasts
- Keen Senses
- Primal Claw
- The Beast Made Well
- The Boar's Vigor
- The Hunter's Spear

AMETHYST ORDER

- + Acceptance of Fate
- Dark Hand of Death
- Death's Door
- + Death's Messenger
- Death's Release
- Deathsight
- Doom & Darkness
- + Final Words
- Not Yet Time
- Rune of Shyish
- Reaping Scythe
- Steal Life
- Tide of Years

BRIGHT ORDER

- + Bolt of Agshy
- + Flamestorm
- ★ Wings of Fire

CELESTIAL ORDER

- + Astral Projection
- Divination
- Wings of Heaven

DARK MAGIC

- + Black Breath of Death
- + Black Nimbus of Arnizipal
- Doombolt
- Dread Malaise
- Sadistic Glee
- Soul Drain

BASIC CARDS

- + Cantrip
- + Channel Power
- + Counterspell
- + Improved Counterspell
- + Magic Dart

+ Quickcasting

GOLD ORDER

- + Commandment of Brass
- **Enchant Item**
- Fault of Form
- Fool's Gold
- Guard of Steel
- Law of Form
- Law of Logic
- Rule of Burning Iron
- Silver Arrows of Arha
- Transmutation of Lead
- Transformation of Metal
- Trail and Error/Dire Need

GREY ORDER

- + Pit of Shades
- + Traitor of Tarn
- + Substance of Shadow

JADE ORDER

- + Avalanche
- Curse of Thorns
- Gift of Life
- Growing Season
- Lance of Nature
- Leaf Fall
- Master the Seasons
- Rain of Life
- Shape Plants
- Summer's Heat
- The Howler Wind
- The Whispering Wind
- **★** Winter's Frost

LIGHT ORDER

- + Body of Light
- + Burning Gaze
- Clarity/Confidence
- Comforting Light
- Daemonbane
- Dazzling Light
- Exorcism
- Eyes of Truth
- Healing Energy
- Illumiation
- Radiant Weapon
- The Power of Truth
- Ward Evil

TZEENTCH CARDS

- + Bolt of Change
- Boon of Tzeentch Confusion of Tzeentch
- **Destroy Magic**
- **Empathic Warp**
- Flickering Fire of Tzeentch
- Gift of Chaos
- Mindfire
- Traitorous Flesh
- Treason of Tzeentch

+ Warp Reality

MUTATION CARDS (20 MINI)

- + Abnormal Eye
- + Ageless Form
- Beaked Face
- **Brightly Coloured Skin**
- Clawed Hands
- Cloven Hooves
- **Dripping Pus**
- Distended Limbs
- Exotic Locomotion
- Extra Mouth
- + Feathers
- + Featureless
- Glowing Eyes
- Grotesque Features
- Horns
- Scaly Skin
- Soporific Musk
- Tail
- Tentacle
- + Wings

MISCAST CARDS (6 MINI)

- + Major Corruption
- + Minor Curruption
- + Mutation!
- Tainted Mind + Time Dilation
- + Unexpected Surge

MARK OF TZEENTCH

CARDS (3 MINI) + Mark of Tzeentch x3

Insanity Cards (6 mini)

- + Gold Lust + Khaine's Spite
- Reclusion
- + Temerity
- + Unresolved Grudge
- + Xenophobia

TALENT CARDS (II MINI)

- + Aethyric Conduit
- + Chamon, Lore of Metal, Gold Order
- Dark Magic
- + Foresight
- Ghur, the Lore of Beasts, Amber Order
- Ghyran, the Lore of Life, Jade Order Hysh, the Lore of Light, Light Order
- + Magic Empathy
- + Shyish, Lore of Death, Amethyst Order
- **★** University Education
- + Voice of Reason

CAREER ABILITY CARDS (10 MINI)

- + Apothecary
- + Charlatan
- + Forger
- + Grave Robber

