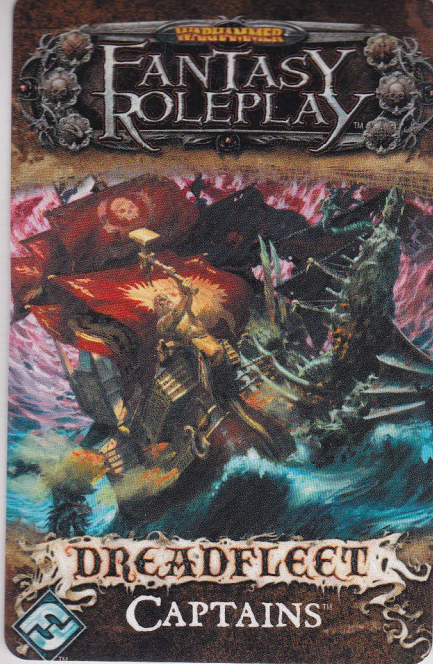




ACTION CARDS

The action cards included in this set are each intended to represent a special signature ability of each included captain. However, many of these actions could easily be used by other captains, or characters of your own invention in your home campaign. The suggested pairings of action card and captain are listed below:

- + Captain Jaego Roth - Captain's Presence
- + Aranessa Saltspite - Fysh Bite
- + The Golden Magus - Conjure Wind Spirit / Conjure Flame Spirit
- + Red Brokk Gunnarsson - Inescapable Death
- + Prince Yrellian - Avenging Strike
- + Count Noctilus - Translocation
- + King Amanhotep - My Will Be Done
- + Skretch Half-Dead - Half-Dead
- + Vangheist - Shade Shot
- + Tordrek Hackhart - Bitter Tenacity



INHERENT DIFFICULTY

Some action cards have an additional difficulty modifier in the form of results symbols, rather than dice. These results symbols are simply added directly into the results pool, as if they had been rolled on dice. For example, an action card might have a modifier of ♦ ■ ✕ ☞; this means that ♦ ■ is added to the dice pool, and that ✕ ☞ is added to the results pool after dice are rolled.

It can be helpful, but is not necessary, to add dice showing the relevant challenge and bane symbols to the pool after the dice are rolled as a reminder when resolving the check. If you do, it is important to remember that these results symbols are not actually present on any die, they cannot be "rerolled" by any effect that would ordinarily allow it, nor can they be ignored by effects that allow dice to be ignored.



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CHARACTER STANDUP CARDS

The character standup cards serve the same purpose as the punchboard standups included in the Core Product. These standups may be cut and folded along the indicated lines and inserted into the plastic bases included in the core product; the tension created by the folded cardstock should help the standup stay in place. Alternately, the standup can be folded, cut, and glued onto cardboard cut to fit, which can then also be inserted into the plastic bases included in the core product.



V

CREATURE CARDS

Creature cards put all the information a GM needs to manage creatures during an encounter right at his fingertips. A full anatomy diagram for creature cards can be found on page 7 of *The Creature Guide*. Because of space limitations, a full diagram cannot be included in this product; the less-intuitive portions of the card are summarized below:

- + The creature's **threat rating** may be found in the top left corner.
- + The creature's **wound threshold** may be found in the top right corner.
- + This symbol  marks the creature's **damage rating**.
- + This symbol  marks the creature's **soak value**.
- + This symbol  marks the creature's **defence value**.
- + The creature's **default stance** may be found on the left hand side of the card, printed on a symbol that resembles a stance meter piece.
- + The **action card icons** on the right-hand side of the card are suggestions for actions to select to further customize the creature.

II

SET ICON

The cards included in this expansion are noted with a special set icon. This allows you to quickly identify the supplement materials when sorting, adding, or removing cards from your game experience.



USING THIS EXPANSION

This expansion is best used in conjunction with the *Winds of Magic*, *The Creature Guide*, and *Hero's Call* supplements for Warhammer Fantasy Roleplay, although only the Core Product is required. The cards in this set can simply be added to the collection of creature, action, and location cards available and used in the same manner as other creature, action, or location cards.

I



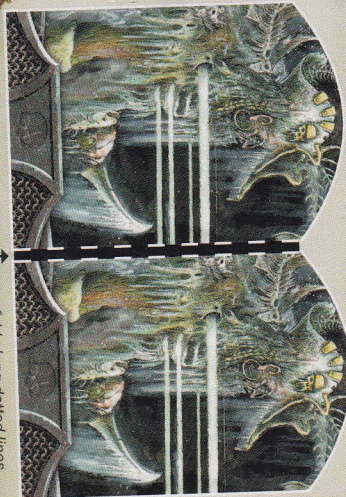
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WARHAMMER
FANTASY ROLEPLAY

DREADFLEET CAPTAINS

As the clock strikes midnight, the Dreadfleet sails forth, its Undead captains eager to slake their unholy thirsts. On Geheimnisnacht, the mortal captains of the Grand Alliance sail to oppose them.

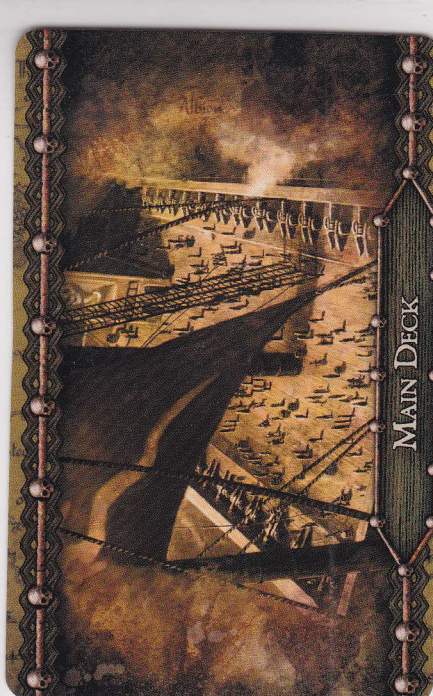
Now, the captains of the Dreadfleet and the Grand Alliance are available for your Warhammer Fantasy Roleplay game!

This expansion includes the following components: 10 Creature Cards, 10 Action Cards, 6 Location Cards, and 10 Character Standup Cards

GAMES WORKSHOP
FANTASY FLIGHT GAMES

Dreadfleet Captains oWHF21
ISBN: 978-1-61661-369-3

9 781616 613693



AVENGING STRIKE  

Reaction

WEAPON SKILL (St) vs. TARGET DEFENCE

Melee weapon equipped, engaged with target

Special: When you or an ally within close range is dealt any amount of damage by the target, your blood boils for revenge! You may place a number of recharge tokens on this card equal to the damage dealt. You may then make a **Weapon Skill (St)** check as noted above to seek vengeance on the target

- ✦ You hit your foe for +1 damage in the name of vengeance!
- ✦✦✦ As above, and you may discard any number of recharge tokens from this action. For each token discarded in this way, you deal +1 damage and suffer 1 fatigue
- ➔ You may immediately recharge this action
- ☠☠ While this action is recharging, your defence is reduced by 1

BITTER TENACITY  

Chaos, Dwarf, Reaction

NONE REQUIRED

Play when you suffer any effect that deals damage, fatigue, and/or stress

Special: If you suffer no wounds, fatigue, or stress as a result of the triggering effect, this action immediately recharges. This action does not reduce or affect any effect that deals wounds directly; only damage

Effect: When you suffer any effect that deals damage, fatigue, and/or stress, you may place 2 recharge tokens on this card. If you do, you gain +1 soak and reduce the amount of fatigue and/or stress inflicted by 1. You also ignore the minimum wound result rule for this effect (you may reduce damage to 0)

CAPTAIN'S PRESENCE  

Social, Ongoing

LEADERSHIP (Fel)

None

Special: Add  to the check if you and your allies are outnumbered. Add  if you are aboard a ship

- ✦ All allies within medium range of you gain the Inspired condition while this card is recharging
- ✦✦ As above, and all allies within medium range of you may immediately perform a free manoeuvre
- ✦✦ Add 1 recharge token to this card
- ➔ All allies within close range of you gain the Invigorated condition while this card is recharging
- ☠☠ Remove 1 recharge token from this card

RIGGING

Sailing vessels must, by necessity, have a bewildering confusion of ropes, lines, and cords to manage their sails. In addition to the ropes necessary for the manipulation of the sails, heavy guy lines run from the deck to the mast. The high tension of these lines helps keep the mast upright, and also provides nimble sailors a route up the mast to help maintain the rigging.

Any character that does not have at least 2 Ranks of training in Coordination suffers 1 additional fatigue when performing manoeuvres while within the Rigging. Such a character suffers 2 fatigue when performing a physical action.



MAIN DECK

The main deck of a vessel is generally the top deck, open to the sea air and one of the few places aboard a ship where light, air, and room to stand are plentiful.

Priests of Manann have their equilibrium score increased by 1.

Landlubbers must pass an **Average (2d) Resilience (To)** check the first time they set foot on deck during a given voyage or become seasick. Seasickness counts as 1 stress and 1 fatigue that cannot be recovered while at sea.

All actions gain:

✧✧ Man overboard!



BELOW DECK

Ships must be made watertight or they may sink. Regrettably, this means that the area below deck is cramped, dark, and often both dank and foul-smelling.

The area Below Deck is extremely cramped. No engagement Below Deck may be larger than 3 characters. Anytime a fourth character attempts to join the engagement, he must make an **Average (2d) Athletics (St) or Coordination (Ag) check**. Success means he joins the engagement and chooses 1 other character in the engagement to become disengaged and moved out to close range. Failure means he is pushed back out to close range and suffers 1 wound.



CROW'S NEST

Usually little more than a wooden platform on top of the mainmast, the crow's nest has a commanding view of the ocean for leagues around. It is, however, rather dangerous in rough seas. Traditionally, the smallest member of the crew is the designated lookout.

All Observation checks gain:

✧ Add ✧ to the results pool

All physical actions gain:

✧✧ You fall. Make a **Hard (3d)**

Athletics (St) check to grab onto the rigging and stop your plummet. Failure means that you hit the deck and suffer 3 wounds.



CAPTAIN'S QUARTERS

The opulence of these quarters is in stark contrast to the cramped gundeck where most crew sleeps. Ornate scrollwork decorates the cabinets and sea chests that line the walls, and a bed - a genuine bed! - occupies the centre of the cabin. The rear wall even displays large windows, flooding the cabin with sunlight.

Anyone who gets a full night's rest in the Captain's Quarters recovers a number of wounds equal to twice his Toughness rating. In addition, he gains ☐☐ to the Resilience check to recover from a critical wound.



OVERBOARD

The cry of "man overboard!" is feared and hated by all seamen in the Old World. Few sailors can swim, but even those who can cannot hope to survive long in the water. Worse things than sharks lurk in the seas...

Unless you spend a manoeuvre 'treading water' each turn, all actions gain:

☹ You slip under the churning water and suffer 1 wound and 1 fatigue

Your stance becomes neutral, and you may not adjust your stance while Overboard.



CAPTAIN'S PRESENCE

4

Social, Ongoing

LEADERSHIP (FEL)

None

Special: Add ☐ to the check if you and your allies are outnumbered. Add ☐☐ if you are aboard a ship

✧ All allies within medium range of you gain the Inspired condition while this card is recharging

✧✧✧ As above, and while this card is recharging, all enemies within close range of you during your Start of Turn phase suffer 1 stress

✧✧ Add 1 recharge token to this card

☹ Remove 1 recharge token from this card

✧ While this card is recharging, all allies within close range of you during your Start of Turn phase suffer 1 stress



BITTER TENACITY

2

Chaos, Dwarf, Reaction

NONE REQUIRED

Play when you suffer any effect that deals damage, fatigue, and/or stress

Special: If you suffer no wounds, fatigue, or stress as a result of the triggering effect, this action immediately recharges. This action does not reduce or affect any effect that deals wounds directly; only damage

Effect: When you suffer any effect that deals damage, fatigue, and/or stress, you may place 2 recharge tokens on this card. If you do, you gain +1 soak and reduce the amount of fatigue and/or stress inflicted by 1. You also ignore the minimum wound result rule for this effect (you may reduce damage to 0)



AVENGING STRIKE

1

Reaction

WEAPON SKILL (St) vs. TARGET DEFENCE

Melee weapon equipped, engaged with target

Special: When you or an ally within close range is dealt any amount of damage by the target, your blood boils for revenge! You may place a number of recharge tokens on this card equal to the damage dealt. You may then make a **Weapon Skill (St) check** as noted above to seek vengeance on the target

✧ You hit your foe for normal damage, +1 critical in the name of vengeance!

✧✧✧ As above, and you may discard any number of recharge tokens from this action. For each token discarded in this way, you deal +1 damage and suffer 1 fatigue

☹ While this action is recharging, your defence is reduced by 1

✧ You gain the Exposed condition while this action is recharging



FYSH BITE 3

WEAPON SKILL (Ag) vs. TARGET DEFENCE

Melee weapon equipped, must be able to see your target

Special: This attack uses Agility instead of Strength for both the attack roll and to calculate damage dealt. Increase the difficulty modifier by ■ for each increment of range you are away from the target

✦ You hit for normal damage and move to engaged with the target, ignoring intervening obstacles or enemies

✦✦✦ As above, and your target gains the Exposed condition while this action is recharging

✦✦ +1 critical

✦ Add 1 recharge token to this card

☠ Suffer 1 fatigue

HALF-DEAD 1

Undead, Skaven

STEALTH (Ag) vs. TARGET DEFENCE

Target within close range, you must be "dead," or incapacitated by damage, fatigue, or stress

Special: When you use this action, you stand up suddenly and shamble to your target, taking him by surprise! You recover 2 stress, 2 fatigue, and a number of normal wounds until your total wounds are 5 less than your wound threshold. This action begins recharging whether or not it is successful. This action recharges at the end of the encounter

✦ You hit the target for normal damage

✦✦✦ As above, and the target gains the Exposed condition for 3 rounds

✦✦ This action causes Fear 2

✦✦ +1 critical

☠ -1 damage

⚡ You may not act on the topmost NPC initiative marker next turn, unless it is the only initiative marker, in addition to the regular ⚡ effects

INESCAPABLE DEATH 5

Engineer

BALLISTIC SKILL (Int) vs. TARGET DEFENCE

Black powder weapon equipped, must perform the prepare manoeuvre

Special: This action uses Intelligence instead of Agility for the check. You may increase the difficulty modifier of this action by ♦ to ignore the Unreliable rating of your weapon

✦ You meticulously line up your shot and fire at the enemy's most vulnerable area. You hit for +2 damage, ignoring the target's soak value

✦✦✦ You hit for +2 damage, +1 critical, ignore the target's soak value, and may use Intelligence rather than Agility to determine damage dealt

☠ Remove 1 recharge token from this card

☠☠ Suffer 1 stress

⚡ The gun jams! You may only remove recharge tokens from this card by spending a manoeuvre (once per turn)

SHADE SHOT 4

Undead

BALLISTIC SKILL (Ag) vs. TARGET DEFENCE

Ranged weapon equipped, not engaged with target

Special: If you are engaged with an enemy, ignore the difficulty modifier of this action

✦ You fire a spectral shot at your enemy, which pierces his very soul! You hit the target for normal damage, ignoring the soak value of your target's armour

✦✦✦ As above, +1 critical

✦✦✦ Turn three of the target's wound cards (potentially including any wound cards suffered as a result of this action) face up, choose one to apply as a critical, and turn the other two face down again

➡ Ignore the target's Toughness against this attack

☠☠ Suffer 1 wound

CONJURE WIND SPIRIT 3

Summoning

SPELLCRAFT (Int) vs. HIGHEST TARGET ATHLETICS (St)

4 power, target(s) within long range

Special: Reduce the difficulty modifier by ■ if under open sky. You may target as many enemies as you like with this spell, although each additional target beyond the first adds ■ to the dice pool

✦ You summon a mighty tempest djinn that knocks all targets within long range off their feet. The targets may not perform movement manoeuvres while this action is recharging, and suffer ■■ to all actions that would reasonably be affected by a raging wind

✦✦✦ As above, and all targets suffer 2 + Int damage

✦✦ Add 1 recharge token to this card

☠ Suffer 1 stress

☠☠ Remove 1 recharge token from this card

TRANSLOCATION 1

Rank 3, Dark Magic, Ongoing

SPELLCRAFT (Int)

7 power

Effect: You call upon your dark magic to teleport yourself or your allies across vast distances. This action does not recharge normally. Instead, as a manoeuvre you may discard 1 recharge token from this card to move yourself or an ally engaged with you to any Location card in play

✦ You successfully cast the spell. Place 3 recharge tokens on this card

✦✦✦ As above, but 4 recharge tokens

✦✦✦ You may attempt to teleport enemies as well. Each time you do, you must pass an opposed **Discipline (WP) vs. Discipline (WP)** check to teleport an engaged enemy; if you fail the check, the recharge token and manoeuvre are wasted

☠ Suffer 1 stress

MY WILL BE DONE 6

Necromancy, Ongoing

LEADERSHIP (Int)

8 power, target allies within medium range

Special: Reduce the difficulty modifier by ■ if there are any Undead allies within close range

Effect: You impart your will on your loyal subjects. While this action is recharging, you may spend a manoeuvre (once per turn) to cause an ally within medium range to perform a manoeuvre of your choice

✦ You successfully cast the spell

✦✦✦ As above, and each ally within medium range of you gains the Inspired condition until this action recharges

✦✦ Add 1 recharge token to this card

☠ Suffer 1 stress

ACTION CARDS

The action cards included in this set are each intended to represent a special signature ability of each included captain. However, many of these actions could easily be used by other captains, or characters of your own invention in your home campaign. The suggested pairings of action card and captain are listed below:

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- + Prince Yrellian - Avenging Strike
- + Count Noctilus - Translocation
- + King Amanhotep - My Will Be Done
- + Skretch Half-Dead - Half-Dead
- + Vangheist - Shade Shot
- + Tordrek Hackhart - Bitter Tenacity



INESCAPABLE DEATH 5

Engineer

BALLISTIC SKILL (INT) vs. TARGET DEFENCE

Black powder weapon equipped

Special: This action uses Intelligence, instead of Agility for the check. You may increase the difficulty modifier of this action by ♦ to ignore the Unreliable rating of your weapon

♣ You quickly draw and fire at the enemy's most vulnerable area. You hit for -1 damage, ignoring the target's soak value

♣♣ As above, but +2 damage instead

♣♣♣ As above, but +5 damage instead

♣♣♣♣ +1 critical

♣♣ Add 1 recharge token to this action

✧ Something goes SPROING! You and all characters within close range suffer 1 wound

HALF-DEAD 1

Undead, Skaven

STEALTH (AG) vs. TARGET DEFENCE

Target within close range, you must be "dead," or incapacitated by damage, fatigue, or stress

Special: When you use this action, you stand up suddenly and shamle to your target, taking him by surprise! You recover 1 stress, 1 fatigue, and a number of normal wounds until your total wounds are 4 less than your wound threshold. This action begins recharging whether or not it is successful. This action recharges at the end of the encounter

♣ You hit the target for +2 damage.

♣♣♣ As above, +1 critical

♣♣ This action causes Fear 2

♣♣ +1 Critical

♣ Suffer 1 wound after resolving this action

♣♣ -2 damage

FYSH BITE 3

WEAPON SKILL (AG) vs. TARGET DEFENCE

Melee weapon equipped, must be able to see your target

Special: This attack uses Agility instead of Strength for both the attack roll and to calculate damage dealt. Increase the difficulty modifier by ■ for each increment of range you are away from the target

♣ You hit for +1 damage and move to engaged with the target, ignoring intervening obstacles or enemies.

♣♣♣ As above, +1 critical

♣ +1 critical

♣♣ The target suffers wounds equal to the number of range increments away from him you were when you performed this action

♣♣ You suffer fatigue equal to the number of range increments away from the target you were when you performed this action

TRANSLOCATION 1

Rank 3, Dark Magic, Ongoing

SPELLCRAFT (INT)

7 power

Effect: You call upon your dark magic to teleport enemies around the battlefield. This action does not recharge normally. Instead, as a manoeuvre you may discard 1 recharge token from this card to immediately move an enemy up to 2 range increments from his current position

♣ You successfully cast the spell. Place 3 recharge tokens on this card

♣♣♣ As above, but 4 recharge tokens

♣♣♣♣ You may teleport yourself or your allies as well

♣ Suffer 1 fatigue

✧ One enemy (GM's choice) within long range teleports to become immediately engaged with you

CONJURE FLAME SPIRIT 3

Summoning

SPELLCRAFT (INT) vs. TARGET DEFENCE

4 power, target within long range

Special: Reduce the difficulty modifier by ■ if within close range to an open flame

♣ You summon a terrible fire efreet that showers your enemies in flame. The target (and all characters engaged with the target) suffer Int + 5 damage

♣♣♣ As above, and all characters damaged by **Conjure Flame Spirit** suffer 1 fatigue each time you remove a recharge token from this card

♣♣ Add 1 recharge token to this card

♣♣ You may remove 1 recharge token from this card

➔ The target suffers +1 critical

♣ Suffer 1 fatigue

♣ Suffer 1 stress

SHADE SHOT 4

Undead

BALLISTIC SKILL (AG) vs. TARGET DEFENCE

Ranged weapon equipped, not engaged with target

Special: If you are engaged with an enemy, ignore the difficulty modifier of this action

♣ You fire a spectral shot at your enemy, which pierces his very soul! You hit the target for normal damage, ignoring the soak value of your target's armour

♣♣♣ As above, +2 damage

♣♣ Turn three of the target's wound cards (potentially including any wound cards suffered as a result of this action) face up, choose one to apply as a critical, and turn the other two face down again

➔ Deal additional damage equal to your WP

♣ Suffer 1 wound

♣♣ Suffer 1 wound

CAPTAIN JAEGO ROTH 20

NPC, Captain

St 3
To 5
Ag 4
Int 7 [1]
WP 5 [1]
Fel 6 [1]

Will of Steel: Once per failed Willpower check, Captain Jaego Roth may reroll any or all of the dice in the results pool.

Leader of Men: Captain Jaego Roth may add □ or ■ to any Fellowship check targeting him or his allies.

R3 Training: 3 ranks trained in Ballistic Skill, Discipline, Folklore, Intuition, Leadership, and Tradecraft.

AGGRESSION 3
CUNNING 6
EXPERTISE 4

CREATURE CARDS

Creature cards put all the information a GM needs to manage creatures during an encounter right at his fingertips. A full anatomy diagram for creature cards can be found on page 7 of *The Creature Guide*. Because of space limitations, a full diagram cannot be included in this product; the less-intuitive portions of the card are summarized below:

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- + The creature's **wound threshold** may be found in the top right corner.
- + This symbol [wound icon] marks the creature's **damage rating**.
- + This symbol [soak icon] marks the creature's **soak value**.
- + This symbol [defence icon] marks the creature's **defence value**.
- + The creature's **default stance** may be found on the left hand side of the card, printed on a symbol that resembles a stance meter piece.
- + The **action card icons** on the right-hand side of the card are suggestions for actions to select to further customize the creature.

MY WILL BE DONE 3

Necromancy

LEADERSHIP (INT) vs. TARGET DISCIPLINE (WP)

8 power, target within medium range

Special: Reduce the difficulty modifier by ■ for each Undead ally engaged with the target

♣ You force your target to immediately perform a **Melee Strike** against any character engaged with him (your choice)

♣♣ As above, and each enemy engaged with the target suffers 1 stress

♣♣ Each enemy within close range of your target gains the Demoralised condition while this action is recharging

➔ You may force your target to immediately perform a **Melee Strike** against another character engaged with him (your choice)

♣ Suffer 1 fatigue

ARANESSA SALTSPITE



TORDREK HACKHART



VANGHEIST



SKRETCH HALF-DEAD



KING AMANHOTEP



COUNT NOCTILUS



PRINCE YRELLIAN



RED BROKK GUNNARSSON



THE GOLDEN MAGUS



6 VANGHEIST 20
NPC, Undead, Captain

St 6 I
To 5
Ag 5
Int 4
WP 5 I
Fel 3

Skills: 7, 3, 2

Abilities: Fear 2, Dead Earnest, Night Vision, Ethereal

Half-Real: Whenever Vangheist is the target of a non-magical or non-divine attack, he adds ♦ to the dice pool.

R3 Training: 2 ranks trained in Ballistic Skill, Intimidate, Stealth, & Weapon Skill.

AGGRESSION 6 CUNNING 2 EXPERTISE 5

6 TORDREK HACKHART 20
NPC, Chaos, Captain

St 5
To 6 I
Ag 7 I
Int 5
WP 4
Fel 3

Skills: 6, 3, 2

Abilities: Fear 2, Night Vision, Regeneration

Unholy Pact: Each time Tordrek spends at least 1 Expertise, he recovers 2 normal wounds.

R3 Training: 2 ranks trained in Ballistic Skill, Discipline, Dwarf Engineering (from Black Fire Pass), Resilience, & Weapon Skill.

AGGRESSION 6 CUNNING 3 EXPERTISE 5

6 ARANESSA SALTSPITE 18
NPC, Captain

St 4
To 4 I
Ag 7 I
Int 4
WP 5 I
Fel 3

Skills: 5, 3, 3

Abilities: Blessed of Manann: 2 ranks trained in Athletics, Ballistic Skill, Coordination, Folklore, Resilience, Stealth, and Weapon Skill.

C2 Daughter of Manaann: Whenever Aranessa is within sight of a body of water, she gains □ to all checks.

AGGRESSION 6 CUNNING 3 EXPERTISE 4

7 COUNT NOCTILUS 23
NPC, Undead, Captain

St 7
To 6
Ag 5 I
Int 5
WP 6 I
Fel 5 I

Skills: 6, 3, 3

Abilities: Blood Pool, Dead Calm, Dead Earnest, Fear 2, Night Vision

C2 Shadow Magic: Count Noctilus has Channel Power and gathers and uses power as a wizard. He has access to all Dark Magic spells.

R2 Trained: 3 ranks trained in Education, Magical Sight, Spellcraft, and Weapon Skill.

AGGRESSION 6 CUNNING 4 EXPERTISE 5

7 KING AMANHOTEP 22
NPC, Nchekhara, Undead, Captain

St 6
To 6 I
Ag 4
Int 6 I
WP 5 I
Fel 7 I

Skills: 5, 4, 1

Abilities: Dead Earnest, Fear 2, Night Vision

The Curse: Each time a character deals King Amanhotep any number of wounds, that character must immediately flip 1 of his own wounds over as a critical or, if unable, suffer 1 wound.

C3 Trained: 3 ranks trained in Charm, Discipline, Intimidate, Leadership, and Weapon Skill.

AGGRESSION 4 CUNNING 8 EXPERTISE 5

6 SKRETCH HALF-DEAD 18
NPC, Skaven, Captain

St 3
To 5 I
Ag 7 I
Int 5
WP 6 I
Fel 4

Skills: 6, 2, 1

Abilities: Keen Senses

Verminous Retreat: Once per round, when a character engages Skretch, he may immediately perform 2 movement manoeuvres.

C3 Training: 2 ranks trained in Ballistic Skill, Coordination, Guile, Skulduggery, & Stealth.

AGGRESSION 5 CUNNING 5 EXPERTISE 4

6 THE GOLDEN MAGUS 18
NPC, Araby, Captain

St 3 I
To 4
Ag 4
Int 7 I
WP 6 I
Fel 4

Skills: 5, 1, 1

Abilities: Improved Sorcery: 3 ranks trained in Education, Magical Sight, and Spellcraft. Does not need power for spells. Can cast spells with the Bright, Celestial, and Gold Order traits.

R3 Sword of Fiery Curses: The Golden Magus' flaming sword has Pierce 3 and Vicious.

AGGRESSION 5 CUNNING 2 EXPERTISE 5

6 RED BROKK GUNNARSSON 20
NPC, Barak Varr, Captain

St 4
To 6 I
Ag 5 I
Int 6 I
WP 5
Fel 3

Skills: 6, 4, 2

Abilities: Master Engineer: When making a Ranged Attack with his modified handgun, Brokk adds □ and removes ♦ from the dice pool (to a minimum of ♦ in the dice pool).

R3 Training: 2 ranks trained in Ballistic Skill, Resilience, & Dwarf Engineering (from Black Fire Pass).

AGGRESSION 4 CUNNING 2 EXPERTISE 6

7 PRINCE YRELLIAN 19
NPC, Ulthuan, Captain

St 5 I
To 4
Ag 5 I
Int 7
WP 5
Fel 4 I

Skills: 6, 3, 2

Abilities: Dragon-Speaking: Once per encounter, Prince Yrellian can direct a Flame Breath attack at a target within long range as a manoeuvre.

C4 Training: 3 ranks trained in Animal Handling, Coordination, Discipline, Ride, & Weapon Skill.

AGGRESSION 4 CUNNING 4 EXPERTISE 4