



Name of Character

3



Name of Character

Ability A

Ability A text

Ability B

Ability B text

Special tags

Unique



CL

5

MP

0



TAC

0



MEL

5



AIM

6+

POW

3



AIR

4

 Admiral Rooker 6 



CL

7

MP

4



TAC

0



MEL

5



AIM

5+



POW

3



ARM

4

 Admiral Rooker

Stern Discipline:











May subtract up to 2 from own ship's morale test results.

Firing Double Time:

Once per game, a cannon firing volley conducted from a single arc by own ship may be immediately repeated, at no extra MP cost.

Special tags

Unique

 Empire Captain	4		 Empire Captain	
				
 CL		MP		
6		2		
 TAC	 MEL	 AIM	 POW	 ARM
0	5	6+	3	4
<p>Stern Discipline: May subtract up to 2 from own ship's morale test results.</p>				
<p>Special tags</p>				



Commander Olaf

6



Commander Olaf



CL

6

MP

3



TAC

1



MEL

7



AIM

6+

POW

5



AIR

4

Iron Resolve:











May subtract up to 2 from own ship's morale test results.

Defensive Tactics:

Once per game when an enemy ship arrives from reserve, you may place it in its initial position instead of the opponent placing it.

Special tags

Unique

 Dwarven Captain	4		 Dwarven Captain	
				
 CL	MP			
5	2			
 TAC	 MEL	 AIM	 POW	 AIRM
1	6	6+	4	4
<p>Dwarven Discipline: May subtract up to 1 from own ship's morale test results.</p>				
<p>Special tags</p>				



Dwarven Engineer

5



Dwarven Engineer



CL

4

MP

0



TAC

0



AIM

4+

POW

4



AIRMI

4

Repair Vessel:

During own ship's activation, may repair up to 2 points of damage to own vessel's hull or decks.

Master of Munitions:

Own Vessel's crew and characters have +1 AIM.

Flintlock Pistols:

Ranged attack 4" POW 6. Called shot.

Special tags

Unique

 Wood Elf Treeshaper 6 



CL
4

MP
0



TAC
0



MEL
4

AIM
6+

POW
3



ARM
3

 Wood Elf Treeshaper

Grain of Supplement:

Spell: Heal 1d5 points of hull or decks damage on vessel within 6".

Curse of Withering Wood:

Aimed Spell: Range 6" Cause 1d5 points of damage to enemy vessel's hull or decks.

Special tags



Wood Elf Windshaper

7



Wood Elf Windshaper



CL

4

MP

0



TAC

0



MEL

4



AIM

6+

POW

3



AIR

3

Change Winds:

Spell: Shift the winds 90 degrees clockwise or counter-clockwise.

Dead of Wind:

Aimed Spell: Enemy Ship within 12" receives -1 SPD on its maneuver this turn (to a minimum of 0).










Fogbringing:


Spell: May place a 3" area fog centered within 20" from own vessel

Stormswift:


Spell: Friendly Ship within 10" receives +1 SPD on its maneuver this turn (to a maximum of 5).

Special tags

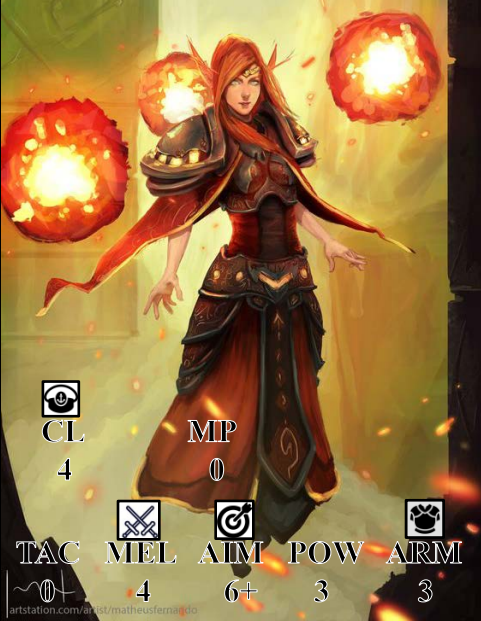
 Elven Enchantress		5 	 Elven Enchantress	
				
 CL 4	 MP 4			
 TAC 0	 MEL 4	 AIM 6+	 POW 3	 ARM 3
<div style="border: 1px solid black; padding: 10px; background-color: #e0f0ff;"> <p>Charm: Aimed Spell: Range 4". Enemy ship loses 1d5 MP and this turn, a selected character aboard that vessel may not use an ability chosen by the enchantress.</p> <p>Special tags</p> </div>				




Elven Flamecaster 6 



Elven Flamecaster



				
CL		MP		
4		0		
				
TAC	MEL	AIM	POW	AIRM
0	4	6+	3	3

artstation.com/artist/matheusernia

Flaming Arrows:
 Spell: Arrows fired by own vessel's crew are +1 POW and are flaming attacks.

Fireball:
 Aimed Spell: Range 6". Power 7. Causes 1d5 Flaming Damage. This is resolved at +2 AIM.

Special tags

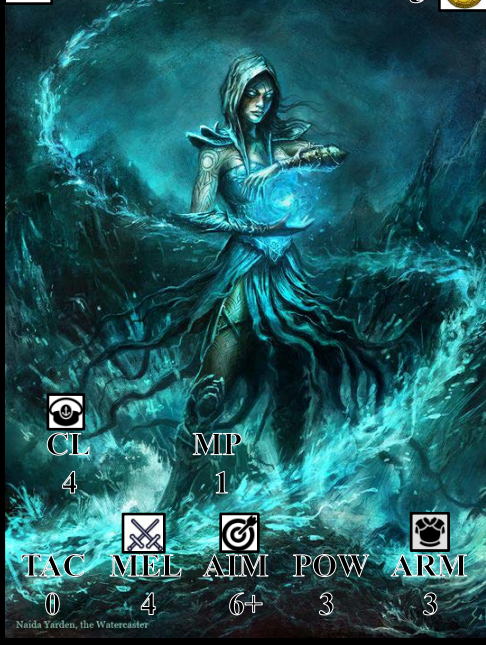


Elven Watercaster

5



Elven Watercaster



CL

4

MP

1



TAC

0



MEL

4



AIM

6+

POW

3



ARM

3

Naida Yarden, the Watercaster

Currents Downstream:

Spell: Friendly Ship within 10" receives +1 SPD on its maneuver this turn (to a maximum of 5).

Tidal Recession:

Aimed Spell: Enemy Ship within 10" receives -1 SPD on its maneuver this turn (to a minimum of 0).

Fogbringing:

Spell: May place a 3" area fog centered within 20" from own vessel

Special tags

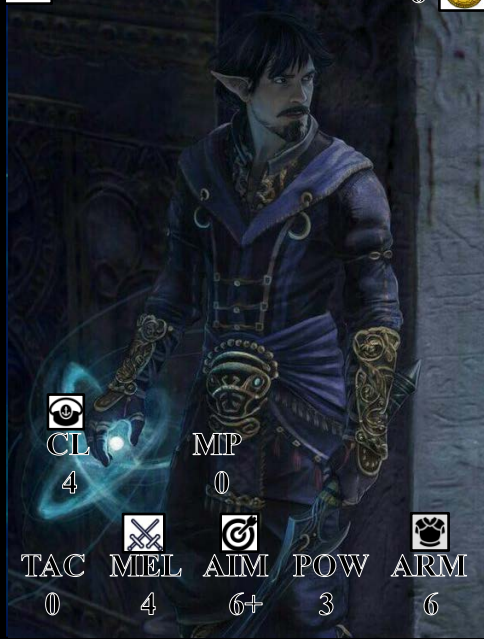


Elven Illusionist

6



Elven Illusionist



CL

4

MP

0



TAC

0



MEL

4



AIM

6+

POW

3



AIR

6

Holographic Projections:

Spell: In this turn, may ignore up to two chosen landed hits upon own vessel or own vessel's crew.

Phantasmal Force:

Spell: Own ship's Ward Field roll is increased by +2. If own ship doesn't have a Ward Field, it gains Ward Field 8+.

Mirror Imagery:

Own ship's crew are +2 ARM in close combat.

Special tags

Druid Diviner 5

CL 3
MP 1

TAC 1 MEE 5 AIM 6+ POW 6 ARM 5

Druid Diviner


Casting of the Stones:
Own vessel's crew have +2 ARM in close combat.

Blessing of the Serpent God:
Spell: In this turn, may ignore a chosen landed hit upon own vessel or own vessel's crew.

Fogbringing:
Spell: May place a 3" area fog centered within 20" from own vessel


Call Lightning:
Aimed Spell: Range 12". Cause 1d5 damage to Enemy vessel, called shot.


Special tags




Viking Jarl





6





Viking Jarl






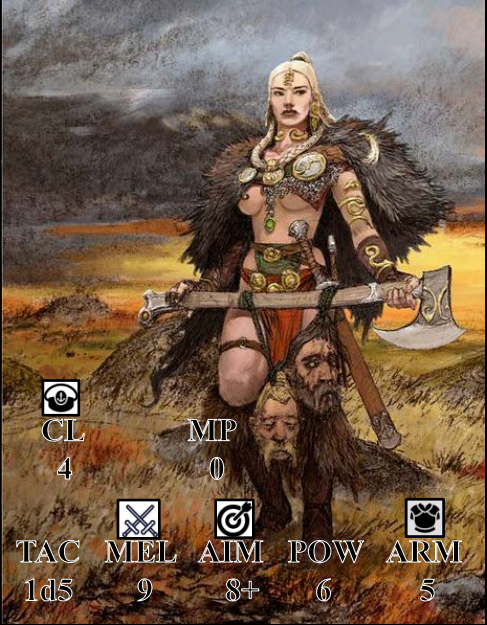
						
CL	MP					
5	1					
						
TAC	MEL	AIM	POW	ARM		
1d5	9	8+	6	5		


In the Glorious Bloodshed:
Viking warriors aboard ships within 4" have +1 TAC.






Terrorize:
Add +2 to enemy morale tests for combats in which the Viking Jarl participated.

Special tags

 Viking Shield maiden 4   Viking Shield maiden



 CL 4 MP 0

 TAC 1d5  MEL 9  AIM 8+  POW 6  ARM 5

Unique

 Viking Chieftain	3		 Viking Chieftain	
				
 CL	MP			
5	1			
 TAC	 MEL	 AIM	 POW	 AIRM
2	9	6+	6	5
<p>Outflank: Own ship may appear from reserve on side table edge at beginning of its activation.</p>				
<p>Special tags Unique</p>				

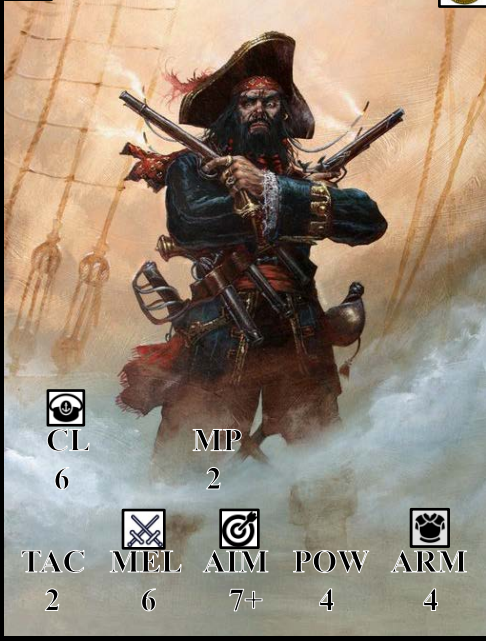


Captain Sablemane

6



Captain Sablemane



CL

6

MP

2



TAC

2



AIM

7+

POW

4



ARM

4

Fierce Reputation:



Add +1 to enemy morale tests for combats in which Captain Sablemane participated.


Superior Trickery:



One vessel in the fleet may appear on a side table edge from reserve at the beginning of its activation.






Special tags


Unique

 Rosie the Swashbuckler 3 










 CL 5  MP 1

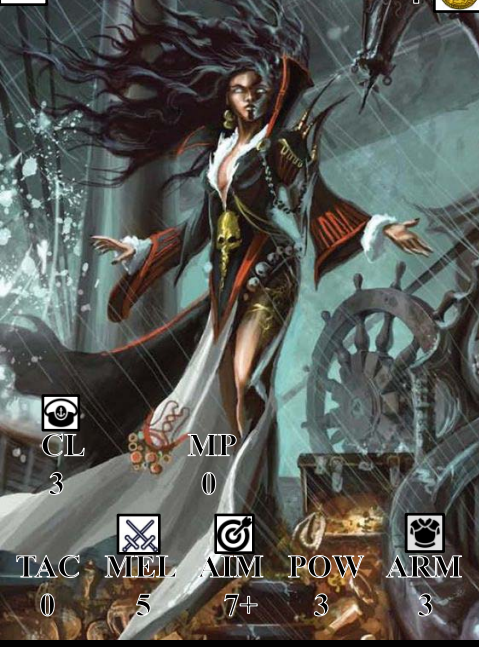
 TAC 1d5  MEL 6  AIM 7+  POW 5  ARM 4



 Rosie the Swashbuckler






Special tags
Unique


 Pirate Captain	3		 Pirate Captain
			
	CL 5	MP 1	
	TAC 1		
MEL 5	AIM 6+	POW 4	ARM 4
<p>Deception: Own vessel may appear on a side table edge from reserve at the beginning of its activation.</p> <p>Special tags Unique</p>			

 Pirate Sorceress 4 



 CL 3  MP 0


 TAC 0  MEL 5  AIM 7+  POW 3  ARM 3

 Pirate Sorceress

Bringer of the storm:
Spell: May place a 3" area fog centered within 20" from own vessel

Lightning Bolt:
Aimed Spell: Range 12". Cause 1d5 damage to Enemy vessel, called shot.

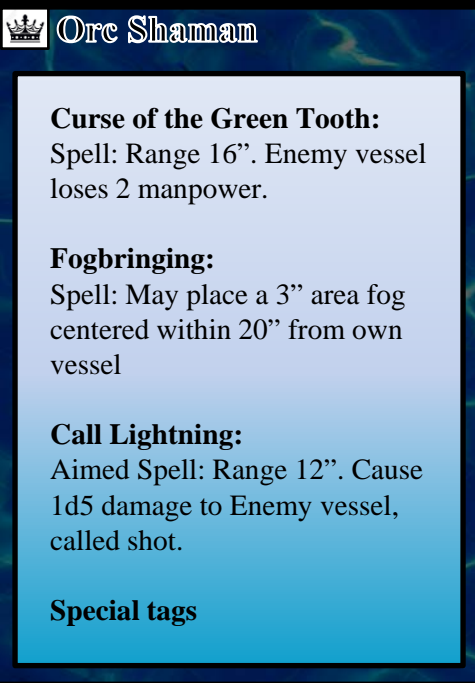
Special tags
Unique



Orc Shaman 5

CL 3 MP 3

TAC 0 MEL 5 AIM 8+ POW 4 ARM 4



Orc Shaman

Curse of the Green Tooth:
Spell: Range 16". Enemy vessel loses 2 manpower.

Fogbringing:
Spell: May place a 3" area fog centered within 20" from own vessel

Call Lightning:
Aimed Spell: Range 12". Cause 1d5 damage to Enemy vessel, called shot.

Special tags

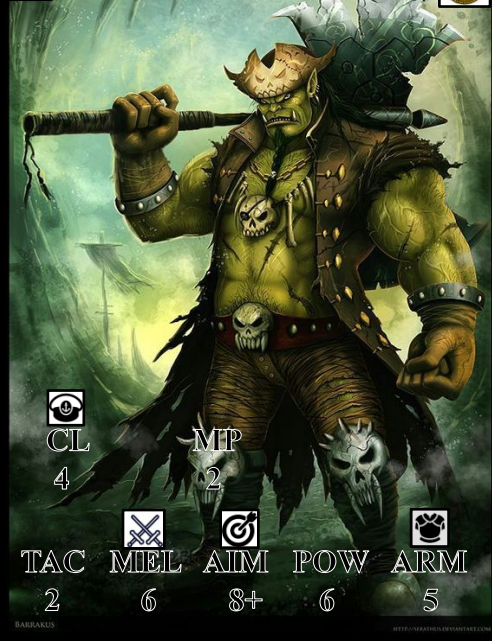


Orc Battle Boss

6



Orc Battle Boss



CL

4

MP

2



TAC

2



MEL

6



AIM

8+

POW

6



ARM

5

Ferocity Unleashed:

Once per game, during own ship's activation, crew have +2 POW and +1 TAC.

Special tags

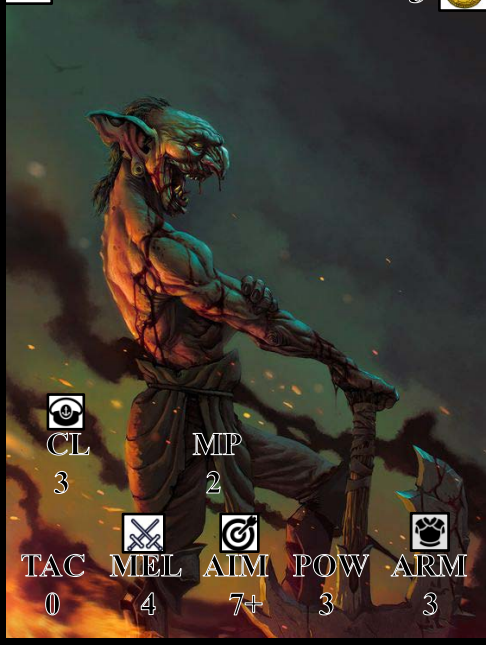


Goblin Fleet Boss

3



Goblin Fleet Boss



CL

3

MP

2



MEL

4



AIM

7+

POW

3



ARM

3

TAC

0

Sticky Fingers:

During enemy morale check, own vessel crew have +2 to loot.

Order of Disarray:

Friendly vessels within 4" get +1 MP.

Special tags



Overlord Holstein

6



Vampire Overlord



CL

5

MP

2



MEL

8



AIM

6+

POW

6



AIR

5

Raise Dead:

Spell: Raise 1d5 dead crew aboard own ship.

Blood Frenzy:

Spell: The Overlord gains +2 Attacks this turn.

Special tags

Unique

Captain



Seductress Pythia

5





Seductress Pythia













				
CL	MP			
5	2			
				
TAC	MEL	AIM	POW	ARM
0	4	4+	3	2

Raise Dead:
Spell: Raise 2 dead crew aboard own ship.

Seduce:
Aimed Spell: Range 4". Enemy ship loses 1d5 MP and this turn, a selected character aboard that vessel may not use an ability chosen by the seductress.

Special tags
Unique
Captain

 Master Necromancer			 Master Necromancer	
				
 CL 4		 MP 3		
 TAC 0	 MEL 3	 AIM 6+	POW 3	 ARM 4
Special tags				
Greater Raise Dead: Spell: Raise 2d5 dead crew aboard own ship.				
Curse of Ages: Aimed Spell: Range 4". Enemy ship loses 1d5 crew.				