

Fools Gold NPCs

Clan Skryre Skirmishers: Warplock Jezzail Team

WS	BS	S	T	Ag	Int	WP	Fel
30%	35%	30%	30%	44%	32%	28%	15%
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	5	0	0	0

Skills: Academic Knowledge (Engineering) (Int), Common Knowledge (Skaven +10%) (Int), Concealment (Ag), Outdoor Survival (Int), Perception (Int), Scale Sheer Surface (S), Silent Move (Ag), Speak Language (Queekish) (Int), Swim (S)

Talents: Master Gunner, Night Vision, Rapid Reload, Specialist Weapon Group (Gunpowder), Tunnel Rat

Armour: Leather Jerkin (Head 0, Arms 0, Body 1, Legs 0)

Weapons: Blade (1d10+3) or Warplock Jezzail (1d10+5, roll 2 dice and take highest)

Storm Vermin

WS	BS	S	T	Ag	Int	WP	Fel
33%	25%	40%	40%	43%	26%	25%	15%
A	W	SB	TB	M	Mag	IP	FP
1	12	4	4	5	0	0	0

Skills: Academic Knowledge (Engineering) (Int), Common Knowledge (Skaven +10%) (Int), Concealment (Ag), Dodge Blow, Outdoor Survival (Int), Perception (Int), Scale Sheer Surface (S), Silent Move (Ag), Speak Language (Queekish) (Int), Swim (S)

Talents: Night Vision, Specialist Weapon Group (Two handed), Strike Mighty Blow, Tunnel Rat

Armour: Leather Armour and Mail Shirt and Helmet (Head 3, Arms 3, Body 3, Legs 1)

Weapons: Halberd (1d10+7, roll two dice and take highest, opponents get +10% to Dodge/Parry)

Gray Seer

Treat the Gray Seer as having 10 Wounds and a Toughness Bonus of 3.

Special: Roll 3d10. On a 11 or better cast Lightning Bolt (1d10+3) at target. Roll a double and bolt strikes one of his own followers.

Rat Ogre

WS	BS	S	T	Ag	Int	WP	Fel
31%	21%	46%	45%	24%	22%	35%	15%
A	W	SB	TB	M	Mag	IP	FP
2	24	4	4	6	0	0	0

Skills: Common Knowledge (Skaven +10%) (Int), Outdoor Survival (Int), Perception (Int), Scale Sheer Surface (S), Silent Move (Ag), Speak Language (Queekish) (Int), Swim (S)

Talents: Fearless, Frightening, Specialist Weapon Group (Two handed), Strike Mighty Blow, Tunnel Rat

Armour: Hide (Head 1, Arms 1, Body 1, Legs 1)

Weapons: Two handed Pick roll two dice and take highest, opponents get +10% to Dodge/Parry)