

SARTOSA ERRATA

Here is the list of any rules changes and clarifications for the Sartosa Campaign. They are listed in the order of the PDFs. These represent mandatory changes that will be added to the original PDFs at a future date.

For more original, optional rules, see the "Sartosa Add-On" PDF.

PDF 1 - GENERAL

This section corrects and clarifies rules found in "Sartosa PDF 01".

WATER TERRAIN & SWIMMING - Clarification & Revision

The following is a set of rules when for moving and fighting in various depths of water. The rules for "swimming" themselves are optional, as your group decides.

In Sartosa, there are generally two types of water, Shallow Water and Deep Water. Your group can decide in several different ways, including:

- Easy Way- All water is Shallow Water. Why? It's easier to remember! This includes wide expanses of water (just think of it like a waist-deep lagoon.)
- Predetermined- Firmly establish beforehand which water terrain counts as Shallow and which is Deep. This mostly applies to ponds, which can realistically represent either type of depth.
- Surprise! - Don't determine the depth of the water until the first model enters it. Roll 1D6: 1-3 Pure Shallow Water, 4-5 Shallow water for 2" border near land, rest of the terrain is Deep Water, 6 Pure Deep Water (watch your step, matey!)
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SHALLOW WATER - Counts as shallow rivers, small pools (approx. 6" diameter or less), and the shoreline (water that's 2" from the land's edge).

Non-Aquatic Models with a 6+ or less armor save- (Do not include Shields or Natural Saves)

- May walk/run/charge at ½ Speed, treating the water as Difficult Terrain. Any blackpowder weapons remain dry, and any lit items (lanterns/braziers) remain lit. May shoot weapons as normal. Likewise, any models "on fire" will remain on fire. If carrying a crate, barrel, or treasure chest, apply movement penalty as normal.
- May Swim up to Base Movement. All powder weapons and lit become wet. May not fire Missile Weapons except for Blowpipes. Models on fire are immediately extinguished. If carrying a crate or barrel, do NOT apply movement penalty. If carrying a Treasure Chest, the model may swim ½ Base Movement. They may not use shields, which are strapped to their backs.
- Drowning: If Knocked Down, roll 1D6: on a roll of 1, the model is taken out of action. Otherwise, remains knocked down as normal. If Stunned, roll 1D6: on a 1-3 the model is out of action, on a 4-6 is stunned as normal. For either, do not roll for injury after the game (they are merely water-logged). Roll when the model is first knocked down, and at the start of the model's Movement phase. Note that models that don't need to breathe (ex. Zombies, Skeletons, Dire Wolves, Ghosts), do not need to roll for drowning.

Non-Aquatic with a 5+ or greater armor save- (Do not include Shields or Natural Saves)

- May walk/run/charge at ½ Speed, treating the water as Difficult Terrain. Any

- blackpowder weapons remain dry, and any lit items (lanterns/braziers) remain lit. May shoot weapons as normal. Likewise, any models "on fire" will remain on fire. If carrying a crate, barrel, or treasure chest, apply movement penalty as normal.
- May Swim up to Base Movement. All powder weapons and lit become wet. May not fire Missile Weapons except for Blowpipes. Models on fire are immediately extinguished. If carrying a crate or barrel, do NOT apply movement penalty. If carrying a Treasure Chest, the model may swim ½ Base Movement. They may not use shields, which are strapped to their backs.
 - Drowning: If Knocked Down, roll 1D6: on a roll of 1, the model is taken out of action. Otherwise, remains knocked down as normal. If Stunned, the model is immediately taken out of action. For either, do not roll for injury after the game (they are merely water-logged). Roll when the model is first knocked down, and at the start of the model's Movement phase. Note that models that don't need to breath (ex. Zombies, Skeletons, Dire Wolves, Ghosts), do not need to roll for drowning.

Aquatic Models

- May walk/run/charge at full speed, treating the water as Open Ground. Any blackpowder weapons remain dry, and any lit items (lanterns/braziers) remain lit. May shoot weapons as normal. Likewise, any models "on fire" will remain on fire. If carrying a crate, barrel, or treasure chest, apply movement penalty as normal.
- May Swim up to Base Movement or, if there are no enemy models within 8", may swim up to 2x Base Movement (no bonus for Sprint). All powder weapons and lit become wet. May not fire Missile Weapons except for Blowpipes. Models on fire are immediately extinguished. If carrying a crate or barrel, do NOT apply movement penalty (although you may not swim more than Base Movement and carry an item). If carrying a Treasure Chest, the model may swim ½ Base Movement. They may not use shields, which are strapped to their backs.
- If Knocked Down or Stunned, use the normal rules for knocked down or stunned models.
- Non-Large Aquatic models that did not move more than their base movement may declare themselves as hidden in shallow water. The normal rules for declaring yourself hidden still apply. Any enemy aquatic models sharing the same body of water will immediately spot them. Large models may not hide in shallow water (can't hide a Kroxigor in a rain puddle... sorry!)

DEEP WATER – Counts as deep or fast moving rivers, very large pools, and water that's more than 2" from the shoreline.

Non-Aquatic Models with a 6+ or less armor save- (Do not include Shields or Scales)

- May walk/run/charge at 1/4 Speed, treating the water as Very Difficult Terrain. Any blackpowder weapons and any lit items (lanterns/braziers) become wet and can't be fired. May shoot (dry) weapons as normal. Any models "on fire" will immediately be put out. If carrying a crate, barrel, or treasure chest, apply movement penalty as normal.
- May Swim up to Base Movement. All powder weapons and lit become wet. May not fire Missile Weapons except for Blowpipes. Models on fire are immediately extinguished. If carrying a crate or barrel, do NOT apply movement penalty. If carrying a Treasure Chest, the model may swim ½ Base Movement. They may not use shields, which are strapped to their backs.
- Drowning: If Knocked Down, roll 1D6: on a roll of 1, the model is taken out of action. Otherwise, remains knocked down as normal. If Stunned, roll 1D6: on a 1-3 the model is out of action, on a 4-6 is stunned as normal. For either, do not roll for injury after the

game (they are merely water-logged). Roll when the model is first knocked down, and at the start of the model's Movement phase. Note that models that don't need to breath (ex. Zombies, Skeletons, Dire Wolves, Ghosts), do not need to roll for drowning.

Non-Aquatic Models with a 5+ or greater armor save- (Do not include Shields or Scales)

- May not voluntarily walk/run/charge into Deep Water. If the model finds itself in Deep Water, he may not walk, run, or charge on foot. Any blackpowder weapons and any lit items (lanterns/braziers) become wet and can't be fired. May shoot (dry) weapons as normal. Any models "on fire" will immediately be put out.
- May not voluntarily swim into Deep Water. If the model finds itself in Deep Water, he may Swim up to 1" each turn. All powder weapons and lit become wet. May not fire Missile Weapons except for Blowpipes. Models on fire are immediately extinguished. If carrying a crate, barrel, or treasure chest, do NOT apply movement penalty. They may not use shields, which are strapped to their backs.
- Models must make a successful Initiative test each of their recovery phases or be taken out of action. Alternatively, the warrior can take an Initiative test to discard any armour he is wearing, which is permanently removed from his equipment.
- Drowning: If Knocked Down, roll 1D6: on a roll of 1, the model is taken out of action. Otherwise, remains knocked down as normal. If Stunned, the model is immediately taken out of action. For either, do not roll for injury after the game (they are merely water-logged). Roll when the model is first knocked down, and at the start of the model's Movement phase. Note that models that don't need to breath (ex. Zombies, Skeletons, Dire Wolves, Ghosts), do not need to roll for drowning.

Aquatic Models

- May walk/run/charge at ½ speed, treating the water as Difficult Ground. Any blackpowder weapons and any lit items (lanterns/braziers) become wet and can't be fired. May shoot (dry) weapons as normal. Any models "on fire" will immediately be put out. If carrying a crate, barrel, or treasure chest, apply movement penalty as normal.
- May Swim up to Base Movement or, if there are no enemy models within 8", may swim up to 2x Base Movement (no bonus for Sprint). All powder weapons and lit become wet. May not fire Missile Weapons except for Blowpipes. Models on fire are immediately extinguished. If carrying a crate or barrel, do NOT apply movement penalty (although you may not swim more than Base Movement and carry an item). If carrying a Treasure Chest, the model may swim ½ Base Movement. They may not use shields, which are strapped to their backs.
- If Knocked Down or Stunned, use the normal rules for knocked down or stunned models.
- Aquatic models that did not move more than their base movement may declare themselves as hidden in shallow water. The normal rules for declaring yourself hidden still apply. Any enemy aquatic models sharing the same body of water will immediately spot them.

WALKING VS. SWIMMING

At you can see, there are certain advantages to walking or swimming, depending on the depth of the water and the equipment of the warrior. A hero with sprint and several pistols would be much better off running in the shallows, as he can use his sprint skill and keep his powder dry... after the ½ movement reduction, he moves 6", as opposed to swimming a mere 4". If the same warrior was in Deep Water, however, he'd be walking only 3"... if he had a crate, he'd be going only 1 ½"! However, if he swam with the crate, he could move 4"... sure, he can't shoot, but all of his powder weapons were wet as soon as he hit deep water anyway!

TEMPERMENTAL WATERS

The rules above specify the rules for water in general- however, if the rules for a scenario specify different rules for water, then the rules for the scenario always override all other. This includes depth of water and rules for swimming / bobbing.

Press Ganging & One-Off Games – Rules Addition

When playing One-Off games, independent of a campaign, any player that can recruit swabbies may purchase up to 5 swabbies, using the stats from their warband roster. Each swabbie costs 10+1D6 gc each (roll for each swabbie.)

Exception #1: Sartosan Pirates start with two Swabbies for free, and Ghost Pirates start with two Bloated for free. They may purchase further Swabbies as described above, but may not exceed 5.

Exception #2: Arabyan Smugglers may buy Slaves at 15gc each, as normal. They may not buy swabbies for 10+1D6gc.

Pressganging- Rules Clarification

To reduce confusion, the Swabbie rules are presented below in two parts, Two-Player and Multiplayer:

PRESSGANGING - TWO PLAYER

Kidnapped/Captured Heroes – Two Player Games: If an enemy human Hero rolled up the Captured result (D66 rolls of 61 or 62), he may be ‘offered’ one opportunity to join the pirate crew.

As an alternative to exchanging/ ransoming the captured Hero back to their original Warband (or selling him to slavers), the Pirate Captain can instead add the captured enemy to the ship’s crew as follows. Both players roll 2D6, with the Pirate player adding the Captain’s Leadership and the enemy player adding the Leadership of the captured Hero. If either side won that game, it may add +1 to its score. If the Pirate player’s result is higher, the Hero renounces his old ways for the life of the high seas! She or he “Joins the Crew” (see below). Otherwise, the Hero has resisted the siren’s song of the sea, and is forced to become a Swabbie (see Swabbies below).

Pressing Ganging Enemy Henchmen–

For each non-animal, non-Large enemy henchmen that “died” in the post game phase (ie. Rolled a 1 or 2 on injury), you may roll 1D6: on a roll of 1-3, the Swabbie is beaten and sliced too badly to be useful (even as a zombie!) On a 4+, the henchmen is hurt but still breathing, and can be made into a member of your crew. Roll 2D6 for both your leader and the captured henchmen. If the leader’s total was higher, the henchmen decides to join (see “Joining the Crew” below). If the henchmen’s result is higher, he becomes a Swabbie (see below). You may never find and recruit “dead” henchmen from your own warband.

If you Won the Game: If you won the game, you may add +1 to your Leadership for Convincing the member to join.

If you Lost the Game: You gain no bonus when rolling to see if the member joins the game. [Note: in a City of Sartosa setting, you may always attempt recruit fallen henchmen. If you are using a Sartosan warband OUTSIDE of a Sartosa setting, you may not recruit henchmen if you have just lost a two-player game. You may only recruit after winning a two-player game, OR after a Multiplayer game... not surprisingly, it’s harder to recruit outside of a pirate setting!]

Joining the Crew: The new recruit either starts a new Crew group or joining an existing one if it has four models or less. There is no extra cost to add him to a group which has accumulated experience points, and any equipment or weapons he had are immediately sold off to buy him the proper weapons and armour to match his new unit in an even swap. His skills, experience level, and characteristics are changed to those of a starting Crewman, or to match those of his new crewmates if joining an existing group.

Becoming a Swabbie: When a hero or henchmen becomes a swabbie, he is stripped of his equipment and weapons; these are handed out as the player desires. **He does retain any skills and keeps his original characteristics**, but can only be re-armed with the weapons listed in the Swabbie equipment list. If the model had experience, he retains the experience level he had before- this is added to your warband rating as normal. They gain the following rules:

***Never Gain Experience:** Swabbies generally aren't interested in proving their worth to the crew, they are interested in survival and hopefully escape! Swabbies never gain experience in games.*

***Rabble:** Swabbies do not need to be armed all the same. Each may be given different equipment, but only items listed in the Swabbie equipment list. Swabbies can never use magic, or cast spells of any sort, no matter their original background or abilities.*

***'Blimey, they got away!'** If the Pirate Warband itself Routs, any Swabbies who have already left the table in previous turns are presumed to have made a successful escape, and are never seen from again. Remove them from your warband roster as if they had been killed.*

***'Don't mind them mates, they ain't true pirates!'** The rest of the crew barely notice if any Swabbies run away or go Out of Action – they know they'll find them later on and give them 30 lashes if they're lucky! Any Swabbies who are running away or have been taken out of action do not count towards the need to take a Rout test for the warband.*

[Note: A captured swabbie does NOT gain the "swabbie" stats as listed in the warband's swabbie type (ex. Swabbie for Humans, Thaggi for Dwarves, Bloated for Ghost Pirates, etc.) These swabbie stats are listed for one-off games (in which warbands may purchase swabbies) and for occasions that a warband finds swabbies that never originally had stats (ex. Exploration Result 44 – "Cast Away".)]

PRESSGANGING - MULTIPLAYER

Kidnapped/Captured Heroes – Multiplayer Games: In multiplayer games, roll to see which opposing player has captured your hero (meaning, they will not be taken by yourself or your allies):

1-3 Finders Keepers! – The Kidnapped model is taken by the opposing warband that took him out of action, and may be recruited by a Pirate Warband, (even if the player routs.) If the Kidnapped model was not taken out of action by an opposing player (fall damage, killed by an NPC, friendly fire, etc), he is picked up by a random opponent.

4-6 To the Victors, the Spoils – The Kidnapped model is taken by the opposing warband that won the scenario (in most cases, the last warband standing). If you won the scenario, he is captured by the opposing warband that lasted on the board longest. If more than one opponent was on the board when the game ended, the Captured hero goes to a random opponent that did not rout.

Once a warband has a Hero in their possession, they may ransom him as normal. Alternatively, if they are able to Pressgang, you may attempt to recruit him into your warband. See the section "Kidnapped/Captured Heroes – Two Player Games" (above) for details.

Dead Heroes & Necromancy: If you have a Multiplayer battle with more than one player with a resurrection spell (Hymn of Rebirth, Spell of Awakening,) we recommend you use the above "FindersKeepers/VictorSpoils" chart when handling the body as well... it actually works outside

of Sartosa too!

Kidnapped Henchmen – Multiplayer Games: Every time a Henchmen is taken Out of Action during the game and then lost from their original Warband for good (i.e. a 1-2 was rolled for them post-game) he/she also has a chance of joining up with an opposing pirate warband. Roll 1D6 on the chart below to see which player gains the near-dead henchmen:

1-3 Finders Keepers! – The Kidnapped model is taken by the opposing warband that took him out of action, and may be recruited by a Pirate Warband (even if the player routs.) If the Kidnapped model was not taken out of action by an opposing player (fall damage, killed by an NPC, friendly fire, etc), he is picked up by a random opponent. If that player is NOT able to pressgang models, they stumble across the near dead model and finish him off- he is truly dead, and his equipment is discarded.

4-6 To the Victors, the Spoils – The Kidnapped model is taken by the opposing warband that won the scenario (in most cases, the last warband standing). If your warband won the scenario, he is kidnapped by the opposing warband that lasted on the board longest. If more than one opponent was on the board when the game ended, the henchman goes to a random opponent that did not rout. If that player is NOT able to pressgang models, they stumble across the near dead model and finish him off- he is truly dead, and his equipment is discarded.

Once that player has the unconscious body, roll another D6: on a roll of 4+ the model recovers, and is Kidnapped; and you may try to persuade him to join the crew. Once a warband has captured a henchmen, the Pirate player can make Leadership test to see if they will join, exactly as above, by both players rolling 2D6 and adding it to the Leader's and the Henchman's Leadership. Again, the warband that won the scenario receives +1 to its roll. If the Leader rolls higher, the member joins the crew willingly (see "Joining the Crew" above.) If not, he becomes a Swabbie (see "Swabbie" below.) . You may never find and recruit "dead" henchmen from your own warband.

Hard Labor: You may choose to make a captured model a Swabbie, without rolling to see if he joins the Crew.

Pick and Choose: You may recruit swabbies even if you are at the maximum number of swabbies you may have (five). However, at the end of any Post-Game phase, you must reduce the size of your Swabbies to no more than 5 (this allows you to pick and choose your strongest deckslaves!)

Recruiting NPCs

At various points in the campaign, you may stumble across NPC models that oppose your warband. Any non-animal, non-large, non-daemon model that your warband takes out of action is a potential recruit. For each enemy npc you take out of action (it's all Finders Keepers!), roll 1D6 in the post game phase: on a roll of 1-2, the model escapes with his equipment. On a roll of 3+, he becomes a swabbie. He loses all equipment except for a dagger (unless the NPC specifically says otherwise.) An NPC model will never join the Crew.

Swabbies – Rule Clarification

Q. Can Hired Swords be recruited as Swabbies?

A. No. (This for balance reason more than anything else... some Hired Swords have equipment far more valuable than the variety carried by heroes.)

Swabbies – Rule Clarification

‘Don’t mind them mates, they ain’t true pirates!’ – While a Swabbie counts towards the number of models in your warband for determining rout level, any Swabbies who are running away or have been taken out of action do NOT count towards the number of models needed to take a rout test. *Example: you have 12 members of your warband, including the Swabbie. Your Rout Level is 25% of your warband; in this case 3. If your Swabbie is taken out of action, he does not count as one of the 3 models required to take you to rout- he’s expendable!*

Boats – Rules Clarification

Boats & rafts suffer no movement penalties for going on water, and are always allowed to move up to its base move if all of its crewmen started their turn upon the craft. (Meaning this is not penalized by having an enemy within 8”).

Boats – Rules Addition

Shooting From and At Boats

Shooting from a boat: Crew may fire from aboard a boat and have a 360 degree arc of fire. If the boat moved this turn, the Shooters suffer a penalty of -1 to hit for firing from a moving surface. Note: models with “move or shoot” weapons (ex. Crossbows) may still fire from a moving boat, but still suffer -1 to hit. (Note: at least one person must be rowing the boat, so a rowboat filled with 4 models armed with missile weapons can only have 3 models shoot if they moved this turn.)

Shooting at a Small Boat (Raft, Rowboat, or Sloop): Warriors may shoot at a boat, or a boat filled with people. In either case, the shooter gains a +1 to hit because it is a large target. If a hit is scored, a roll must be made on the Location table below to determine what part of the boat has been hit (Propulsion, Rudder, Crew, or Hull). You may not target a specific model on the boat. Note that these rules only apply for a shooter who is NOT on the same boat as the target; if the shooter and the target are both on the same boat, the shooter may declare his target using the normal rules (use the Shooting from a Boat rules if the boat moved.).

Shooting at a Large Boat (Sailboat or Terrain Piece): When dealing with a Large Boat, generally a Sailboat, a boat that’s used as a terrain piece, or a boat that’s bigger than 11”, use the following rules: when firing common missiles, the shooter may choose to target the Ship or the Crew. Anyone targeting the ship receives +1 to hit for aiming at a Large Boat (in this case, huge!). Any successful hits are randomized using the Location table. A shooter may also target specific models on the boat using the normal rules for range. Unless the shooter is also on the same boat as the target, the target is at -1 to hit for cover – even if no physical obstruction exists between the two models, there is always assumed to be some kind of soft cover, like ratting, sails, or the gunwales. Any highly powerful weapon (such as a cannon or any missile with a Strength higher than 5) must use the Location chart to determine hits.

Boat Location		
1D6	Result	
1	Propulsion	Roll to damage the boat using the boat's stat-line – if the attacked successfully “wounds” the boat, roll again on the Propulsion table below:
		1-2 Sail damaged/oars splintered – The boat’s speed is permanently reduced by -1".
		4-5 Rigging damaged/oars splintered – The boat’s speed is permanently reduced by -2".

		6 Mast falls! – With the loss of the mast (or all of the oars in the case of an oared vessel) the boat may only drift. Determine a random direction: the boat will drift 2" in that direction each turn. All crew must immediately test on their Initiative to avoid the falling mast (this does not apply to rafts and rowboats, obviously). If a crewman fails this test he receives an immediate Strength 6 hit.
2	Rudder	Roll to damage the rudder using the boat's stat-line – if the attack successfully “wounds” the boat, it may only turn from now on after coming to a complete halt by using a combination of oars/boat-hooks.
3-4	Crew	Randomly select a crew member and roll to wound and injure as normal – see loss of driver above if applicable. Any crew member that is wounded must make an immediate Initiative test – if this is failed he has fallen from the boat.
5-6	Hull	Roll to damage the boat using the boat's stat-line.

HULL DAMAGE

When the boat loses its final point of damage/wound it is destroyed and sinks immediately. Each crew member falls into the water and must make the appropriate tests for swimming.

Disembarking & Embarking from a Small Boat – Revision

When models enter or leave a boat, their movement is no longer based on the ‘ratio’ of the boat’s movement, nor is it restricted from moving the turn that models enter it. It, instead, is worked out as follows:

Disembarking: When a boat reaches land, the models may move after it has touched land, moving a number of inches equal to the following simple formula:

(2x the Model’s Base Movement) – (the # of Inches the Boat has made this turn) = the distance the model can travel from his position in the boat.

(Ex1. A rowboat of humans moves 6” towards the land, reaching it. All models on board can move 2” from their position in the boat, allowing some models to come onto land.)

(Ex2. A rowboat filled with 4 Verminkin (M5) and 1 Gutter Runner (M6) has moved 1” towards the a clear spot of land, reaching it. All Verminkin on the boat can move 9” from their position in the boat, while the Gutter Runner can move 11”).

Note that a model cannot use Sprint when leaving a boat, as they simply cannot gain up the speed from the start. Leap may be used as normal.

Disembarking with models that cannot run: When disembarking with models that cannot run for any reason (leg injury, Undead, started the turn within 8” of an enemy on shore), still use the formula for 2 times the model’s base movement to determine the distance the boat and model can travel. The only difference is that once the boat has come to a stop, the model may not move more than his base movement, regardless of how many inches are left over.

(Ex.3 – A boat with two Skeleton Mates moves 4” towards shore, reaching it. Both models on board can move 4” from their position in the boat.)

(Ex.4 – A boat with two Human Crewmates moves 2" towards shore, reaching it. At the start of the turn, they are within 8" of an enemy model on the shore that they are disembarking onto. Both models on board can move only 4" from their position in the boat, despite the fact that they are moving 2" less than 2x their base move.)

Charging & Disembarking: It is possible for a model to charge a model on shore from a boat. The charge must be declared at the start of the movement phase, before the boat has moved. The boat may be continue in a straight or indirect line from the charged model, but once the boat stops, the charger must move in a most direct line possible towards the target. Use the above formula as normal. If the charge fails, place the model at the edge of the boat, upon the shore.

Embarking unto a boat: The formula for casting off from a boat is very similar to the above formula for moving from a boat unto land:

(2x the Model's Base Movement) - (The distance the model has traveled to reach their position in the boat)= (the distance the Boat can move this turn, max. 6")

So, a human model that moves 4" to get onto the boat can row 4" off from the shore. Thus, 2x the Model's Base Movement (in this case, 8), minus the distance the model has traveled before getting on the boat (in this case, 4"); equaling the distance the Boat can move this turn (in this case, 4".)

(Ex.5 – A model moves 1" to get onto a rowboat. Normally, a model can move the remainder of 2 x his Base Movement, but in this case, the Rowboat has a maximum move of 6", so the boat can only move 6")

(Ex.6 – A human model runs 8" to get onto a rowboat. He has moved 2 x his Base Movement already, and so the rowboat cannot move this turn.)

(Ex.6 – A dwarf model moves 1" to get onto a rowboat. 2 x his Base Movement = 6, so the Rowboat has a maximum move of 5" this turn.)

Embarking with models that cannot run: When Embarking with models that cannot run for any reason (leg injury, Undead, started the turn within 8" of an enemy on shore), still use the formula for 2 times the model's base movement to determine the distance the boat and model can travel this turn. However, the model must still be able to reach his position on the boat without going over his base movement (with most models, 4"). If he can reach the movement within that time, the boat may move as normal.

(Ex.7 – An Skeleton model that cannot run moves 3" to get onto a rowboat. Even though he cannot normally move more than double his base movement, he may row up to 5" this turn.)

(Ex.7 – A human hero starts the turn within 8" of an enemy model, and 5" from a rowboat. Unless he has the Leap skill, he cannot reach the boat, and cannot embark this turn.)

Embarking with Several Models: If a rowboat is casting off with several models, you always use the distance the greatest of them have traveled. (So, if three models travel 1", 3", and 5" to reach the boat, when calculating the amount the Boat's can move, use the 5".) Likewise, if you have models with different amounts of Base Movement (ex. a Human and an Elf boarding the same craft), always use the lowest base Movement.

Embarking and Sprint/Leap: If a model uses Sprint to reach the boat, or traveled more than double his base movement in any way (excluding Leap), the boat cannot be rowed this turn. The

model has put all of his energy into reaching the boat, and the other members of the crew had to wait patiently for him to get there. Leap does not count towards the amount of distance a model has traveled before getting to his position in the boat.

(Ex8. An youngblood with Sprint runs 10" to get into the boat. As 2x his base move is 8, and he's already run 10, he cannot move in the boat this turn [luckily, the boat doesn't go back -2" inches.]

Rafts & Disembarking / Embarking: The same rules apply to Rafts as well, except the maximum distance a raft can travel each turn is 4" instead of 6".

Large Boats - Revision

Boarded Ship Has Same or Lower Gunwales

This section had a section that originally read:

"[When boarding a ship with Same or Lower Height Gunwales], the boarding crewmen are moved up to base move (usually 4)" from their position on their own ship on to the boarded ship."

It now reads instead:

"When boarding a ship with Same or Lower Height Gunwales, the boarding crewman treat the opposing deck as 'difficult' terrain for the first movement phase that warrior spends on the opposing ship. This reflects their unfamiliarity with the layout, and their hesitation as they survey their surroundings. In the second and subsequent turns a boarding model spends on the enemy ship, he may treat it as open terrain."

"Man Overboard" rules- Rules Clarification

Q. Do you test each turn, no matter the number of models on the boat, or only from the time there's overcapacity?

A. You test when boat reaches overcapacity, AND at the beginning of the controller's turn (the controller being the person with the majority of un-injured models on board.) Also, the Man Overboard rules are now classified as "Optional" Rules. When in doubt, the maximum capacity on a raft or boat is the number of numbers that physically fit on the model.

PDF 2 - Exploration

No changes.

PDF 3 - Equipment

This section corrects and clarifies rules found in "Sartosa PDF 03".

Book Hook - Rules Change

The rules for Boat Hooks now reads as follows:

BOAT HOOK

Range: Close Combat **Strength:** As User [Note: the -1 S is removed!]

Special Rules: Strike First, Two-handed, Easy to Use

SPECIAL RULES

Strike First, Boat Hooks are used in Close Combat. They allow the user to Strike First in the first round of any close combat like a spear, but require both hands to use.

Two Handed. Models using a Boat Hook in combat cannot use any other weapons, or gain benefit from a shield or buckler, while in close combat.

Easy to Use: Any model that has "Spears" on his Equipment list may also use a Boat Hook without requiring Weapon Training- the principle is pretty much the same!

Pocket Pistol – Rule Additions

Pocket Pistols, in addition to their normal rules, have the following additional rules:

Easy to Use: Any model that has "Pistols" on his Equipment list may also use a Pocket Pistol without requiring Weapons Expert- the principle is pretty much the same!

Easy to Carry: The first two pocket pistols that a model carries do not count towards the maximum number of weapons that a warrior may carry. They are small enough to be stored without getting in the way.

Sword Pistol – Revision

Sword Pistols now have the following rules INSTEAD of their normal rules.

Range: Close Combat/10"; **Strength:** As User / 4"

Special Rules: Dual-Use, Parry, Accuracy, Prepare Shot, Modifier, Hand-to-hand, Easy-to-Use

Special Rules

Dual-Use: The Sword Pistol counts as both a Sword and a Dueling Pistol. In the Shooting Phase, you may treat it exactly like a Dueling Pistol. In the hand-to-hand combat phase, you may treat it as either a sword or a dueling pistol (see the 'Hand-to-Hand' combat rules below for more details.) For the sake of bonuses and skills, it is treated as a true Sword (ex. Expert Swordsman) or true Dueling Pistol (ex. Bretonnian Corsairs) respectively. *Note: Expert Swordsman only lets you reroll SWORD attacks- you may not reroll the Pistol shot, even if it was fired while charging.*

Parry: The Sword Pistol grants a Parry in hand-to-hand combat, just like a real sword. This bonus is applied in every turn, not just turns in which it used as a 'sword'. It may be used in the same turn as the Dueling Pistol shot.

Accuracy: When firing its Pistol shot, the Sword Pistol adds +1 to its rolls to hit.

Prepare Shot: The same rules as 'pistol'.

Modifier: All pistol shots from a Sword Pistol apply an additional -1 Armor save modifier.

Hand-to-Hand: While a Sword Pistol can be used in hand-to-hand combat as a sword, it may also be used to shoot into combat. Once per combat, a model armed with a loaded Sword Pistol may replace one of his normal attacks with a Pistol shot, which is resolved at +1 hit, S4, and with a -1 Armor save modifier, regardless of the user's strength. In all other attacks that combat, the sword pistol is treated as a sword (and, if your group uses the optional critical hit chart, it deals damage as a 'bladed weapon'.) You do NOT receive +1 to hit on all attacks, only the single "pistol" attack.

Easy-to-Use: Any model that is able to use both a Sword and a Dueling Pistol is able to use a Sword Pistol. If they can use both of those items, they do not require either the skills 'Weapons Training', 'Weapons Expert' nor 'Pistol Expertise' to use the Sword Pistol.

Cost & rarity are changed to – Cost: 40gc, Rare 10

Banner – Add-On Rules

The following rules apply to ALL Banners, not just the 'Jolly Roger':

"Only Heroes may carry a Banner. Carrying a Banner takes up one hand, though, so that model may not use any two-handed hand-to-hand weapons during the game, nor carry any large objects (crates, treasure chests, ladders) by himself (he may carry it with another model as normal). He may fire "two-handed" missile weapons as normal (ex. Crossbows), with the exception of GIGANTIC missile weapons like Swivel Guns. No henchmen may carry a banner. There is a limit of one banner per warband."

Banner Accessibility Clarification - Pirates Vs. Navy

Banners may only be used by Pirate Warbands (the original Pirate Warband, Human Pirates [Estalian, Bretonnian, Wasteland, Cathayan], Slayer Pirates, Khorne Pirates, Ghost Pirates, Araby Smugglers), Neutral Warbands (Mercenaries, Araby Tomb Raiders, Pit Fighters, etc.) and Evil Warbands. They may not be used by 'Navy Warbands', aka 'Lawful Warbands' (Tilean Mercenaries, Witch Hunters, Sisters of Sigmar, Nuln Gunnery School, Lothorn Sea Patrol, etc.) The exception to this rule is the 'Nation's Color' Banner, which may be used by Navy and Pirate Warbands.

Banner - 'Friendly Flag' - Rules Change

The Friendly Friend now grants the Leader of the warband the skill "Tactician". It does not need to be carried by the Leader to gain this bonus. This replaces the normal rules for a Friendly Flag.

Greatcoats - Add On Rule

Henchmen may use Greatcoats, despite the fact that it is a miscellaneous item.

Refined Powder - Revision

The rules for Refined Powder now read:

REFINED POWDER

*Any Hero in possession of Refined Powder may roll 1D6 whenever you roll a Blackpowder Misfire; on a roll of 4+, the Misfire is averted. There is enough refined powder to last that hero for the entire campaign. Between games, the powder may be passed between Heroes, but it can only be used by one Hero at a time. **May NOT be used at the same time as Superior Gun Powder.***

Treasure Map - Clarification

You must choose to use the Treasure Map in the Post game phase, before rolling for Exploration. Roll for your Pirate Map results. After resolving them, you roll 1D6 for each Hero not taken out of action and see how many Cargo/Wyrdstone they find (using any modifiers, skills or items as normal). However, you do not consult the Exploration Chart to see what they encounter, as they are too busy digging up treasure.

Trading List- Revision

In keeping with the changes mentioned above, the trading list now has the following changes /additions to it:

Sword Pistol - Cost & rarity are changed to - Cost: 40gc, Rare 10 - added to Missile Weapons

Refined Powder - Misc - 10gc, Rare 5 - added to Misc Equipment List

Trading List - Rule Changes

"Powder Monkey" is removed from the Trading List (this was the original name of "Refined Powder").

PDF 4 - Warbands

All warband changes will be broken down by their warband pdf file.

PDF 4A & 4B - Human Pirates & Cathayan Sea Pirates

This section corrects and clarifies rules found in "Sartosa PDF 04A Human" and "Sartosa PDF 4B Cathay".

Human Pirate Swabbies - Clarification

To clarify, whenever you pressgang an enemy hero or henchmen, you must see if he joins willingly or not (see the Swabbie clarifications above for more). A willing recruit becomes a Crew member- he will either start a new Crew henchmen group with starting Crew stats, or join an existing Crew group. He is now treated as a human, with maximum human stats, and may only use equipment that the Crew may use.

An unwilling recruit becomes a Swabbie- he retains his original race, stats and skills (but not spells). New Swabbies may only use Swabbie equipment, and gain the following rules: *Never Gain Experience, Rabble, 'Blimey, they got away!'*, and *'Don't mind them mates, they ain't true pirates!'* (see the Swabbie section above for details.) The enslaved hero or henchman also retains his experience, which is added to your rating as normal. Like any henchman, a Swabbie taken out of action dies on a Post-Game Injury roll of 1 or 2.

Likewise, for the Pirates of the Cathayan Sea, willing recruits become Deck Hands, and unwilling recruits become Floor Dogs, as described above.

Estalian Corsairs Special Rules - Rules Clarification

The phrasing on the Estalian Special Rules is changed from: *"All Estalian Captains and Champions start off with the skill Expert Swordsman,"* to *"All Estalian Captains and **SHIP'S MATES** start off with the skill Expert Swordsman."*

Bretonnian Special Rules - House Rules

Q. What if our group already plays with a house rule that "pistols and dueling pistols do not suffer -1 to hit for shooting over half range"?

A. The Bretonnians gain +1 to hit while at Half-Range- this means that a pistol is at +1 to hit at 3", and a Dueling Pistols is at +2 to hit at 5". Note that this does NOT apply in hand to hand combat, only in the shooting phase. Regardless of the number of positive modifiers, a natural roll of 1 to hit always misses.

Pirate Equipment List – Rules Addition

The Pirate Equipment List for all nationalities (including Cathayan) now has “Handgun” added on to it, making it available to all members of each warband.

4C – Slayer Pirates

This section corrects and clarifies rules found in “Sartosa PDF 04C Slayer”.

Thaggi Swabbies – Clarification

To clarify, whenever you pressgang an enemy hero or henchmen, you must see if he joins willingly or not (see the Swabbie clarifications above for more). A willing recruit becomes a Landlubber member- he will either start a new Landlubber henchmen group with starting Crew stats, or join an existing Landlubber group- even if he wasn’t a Dwarf before, he now gains the Dwarf Bonuses “Hard Head”, “Hard to Kill”, and “Ignore Armor”.

An unwilling recruit becomes a Thaggi- however, he retains his original race, stats and skills (but not spells). New Thaggis may only use Thaggis equipment, and gain the following rules: *Never Gain Experience, Rabble, ‘Blimey, they got away!’*, and *‘Don’t mind them mates, they ain’t true pirates!’* (see the Swabbie section above for details.) The enslaved hero or henchman also retains his experience, which is added to your rating as normal. Like any henchman, a Swabbie taken out of action dies on a Post-Game Injury roll of 1 or 2.

4D – Khorne Raiders

This section corrects and clarifies rules found in “Sartosa PDF 04F Ghost”.

Khorne Pressganging – Clarification

To clarify, whenever you pressgang an enemy hero or henchmen, you must see if he joins willingly or not (see the Swabbie clarifications above for more). A willing recruit becomes a Plunderer member- he will either start a new Plunderer henchmen group with starting Plunderer stats, or join an existing Plunderer group. He is now treated as a human, with maximum human stats, and may only use equipment that the Crew may use.

Unwilling recruits are turned into a toughened leather. If someone in your warband has the skill “Master Tanner”, he may be turned into 1D3+1 Toughened Leathers, or 1 Leather Cape.

[Note: additional rules for Recruiting Enemy Heroes have been added- see next entry.]

Totems & Pressganging Enemy Heroes – Rules Addition

Totem: When an enemy hero refuses to join your Plunderers, you have two options: to skin him or to turn him into a Totem. If he is skinned, he yields 1 Toughened Leather (or, if someone in your warband has the skill “Master Tanner”, he may be turned into 1D3+1 Toughened Leathers, or 1 Leather Cape.) If the captured hero knows a Combat or Strength skill, you may turn him into a Totem. You may choose any ONE Combat or Strength skill the enemy hero possessed: the hero is now killed, gutted, and turned into a Totem item. When worn by a hero, the totem grants the

hero that one Combat or Strength skill each battle. However, during any game, if your warband routs and the model wearing the totem is still on the board when the band routs, the totem loses all power- Khorne is displeased with your cowardice! The totem becomes worthless, and must be discarded. Totems may only be worn by Khorne heroes, and no hero may wear more than one totem at a time. You may not stockpile totems, nor keep an enemy hero alive to kill him later- the blood god demands his blood! Once a hero has worn a totem, he may not give it to another hero- he may discard a current totem in order to don another. Skills do not stack, so there is no bonus in wearing a totem if the hero has the skill already. Once a skill is picked for a totem, it may not be switched to another skill, even if the hero knew multiple Combat or Strength skills.

4E – Araby Smugglers

This section corrects and clarifies rules found in “Sartosa PDF 04E Araby”.

Mates Experience - Rules Change

Mates start with 6 Experience, instead of 8 experience.

Pressganging Slaves – Revision and Clarification

To clarify, whenever you pressgang an enemy hero or henchmen, you must see if he joins willingly or not (see the Swabbie clarifications above for more). A willing recruit becomes a Crew member- he will either start a new Crew henchmen group with starting Crew stats, or join an existing Crew group. He is now treated as a human, with maximum human stats, and may only use equipment that the Crew may use.

An unwilling recruit becomes a Slave. As a Slave, he retains his race, stats and any skills he already learned (may not use spells, however.) He is, from now on, treated as a Henchman, and gains experience like a henchmen. He also gains the rule, Life of Slavery:

“Life of Slavery: A Slave may gain experience but if he rolls “Lad’s got Talent” the leader executes the Slave and he is removed from the roster. If there are any other slaves in the group, the rest of the group may then re-roll their advance, rerolling any further ‘TLGT’ rolls this advancement.

A Hero that is forced to be a slave will now have a maximum experience allowance of 15 exp. If the hero already has 15 experience or more when forced into being a slave, he does not gain experience, and never rolls for advancement. The enslaved hero or henchman also retains his experience, which is added to your rating as normal. Like any henchman, a Swabbie taken out of action dies on a Post-Game Injury roll of 1 or 2.

4F – Ghost Pirates

This section corrects and clarifies rules found in “Sartosa PDF 04F Ghost”.

Ghost Pirate Swabbies – Rules Clarification

To clarify, whenever you pressgang an enemy hero or henchmen, you must see if he joins willingly or not (see the Swabbie clarifications above for more). A willing recruit becomes a Cursed- he will either start a new Cursed henchmen group with starting Cursed stats, or join an

existing Cursed group. He is now treated as a human, with maximum human stats, and may only use equipment that the Cursed may use.

An unwilling recruit becomes a Bloated- he retains his original stats and skills (but not spells). New Bloated may only use Bloated equipment, and gain the following rules:

Undead (*Immune to Poison & Psychology, Causes Fear*), **May Not Run, No Brain, Squishy, Dead Man's Float, Weak Magic**, and **'Plenty more with the next tide!'**. In addition to his old race, he also becomes a Zombie. The enslaved hero or henchman also retains his experience, which is added to your rating as normal. Like any henchman, a Bloated taken out of action dies on a Post-Game Injury roll of 1 or 2.

Ghost Swabbies – Rules Addition

If you are playing a one-shot game, you may add two Bloated to your roster for free, warband size permitting. This does not apply to campaign warbands.

Ghost Captain – Rules Change

If your Captain dies, you may purchase a replacement Captain.

Choice of Warriors – Rules Clarification

The “Choice of Warriors currently reads:

Screaming Ghosts: *Your warband may include up to 2 Cabin Boys.*

Skeleton Mates: *Your warband may include up to 2 Mates.*

It should read instead:

Screaming Ghosts: *Your warband may include up to 2 Screaming Ghosts.*

Skeleton Mates: *Your warband may include up to 2 Skeleton Mates.*

Ghosts – Rules Clarification

Question: Ghost Captain & Screaming Ghosts: they can run, right ?

Answer: Correct.

Ethereal Rules – Rules Clarification

ETHEREAL FAQ

When a Ghost wants to move through an object and/or over water, he must declare it first, and then measure to see if he has the distance to reach across/through said obstacle. Once the Ethereal model reaches the water surface/object, he makes a Leadership test; if passed, he may pass through the object/over the water without problem if he has enough Leadership, and continue his move as he sees fit. If he fails the Leadership test, he is frozen where he is, touching the obstacle/water's edge. (This may mean that the Ghost may run up to a wall and stop there, staring at it, looking and feeling quite silly.) If failed, the rest of the model's move is wasted. If he did not attempt to run or charge, he may shoot a missile weapon in the shooting phase. A Ghost may attempt charge an enemy model through a solid object, assuming he can sense the enemy's presence.

If passed, the model may spend his movement traveling through terrain and friendly warriors, as well as walk on any lake, river, or similar. If he is unable to end his move in unoccupied space, he

is immediately taken out of action. With water, it's slightly more lenient; if the Ghost ends his turn while walking or running on water, he remains on water for the rest of the round. However, during your Recovery phase, the Ghost must pass another Leadership test (making him Ethereal again, and thus able to continue walking on water), or is taken out of action as he sinks to the very bottom. The first solid object or body of water that the Ghost attempts to phase through/over must be DECLARED before measuring it's length... you may attempt to run through a castle wall, and only afterwards find out that it's 2' thicker than you anticipated, making you remove your model!

Once a model passes a Leadership test to be Ethereal, he remains Ethereal for the remainder of his move. He may move through any number of friendly models, objects, and over several bodies of water, so long as he ends his move in an unoccupied space. *(Example: A Screaming Ghost attempts to run across a small gap of water and through the wall of a building. The ghost runs to the water and passes his Leadership Test. He moves over the water, and may continue his move any way you wish, moving through any terrain or over any water he has enough movement to cover. These additional objects/surfaces he's moving through/over do not require you to declare them first, and may be measured before deciding upon your direction.)*

While moving through matter or over water, your ghost counts as moving over Normal ground, with no movement penalties. He cannot 'climb' per se; but if the level of the ground on the farther side of a phased object is higher than the nearer side, he may be allowed to bridge the distance. If the height difference of ground is not less than 1", the height difference is deducted from the Ghost's movement rating.

(Example: A Ghost is attempting to move from outside of a building, through the wall, and into the lobby. He passes the leadership test, but the wooden floor of the building is higher than the ground outside. After moving through it, the height difference is measured: the floor is 3/4 inches off of the ground, making it less than an inch. It took the ghost 2" of his Movement to reach the building, .5" to get through the wall, so he has 5.5" left of his run. If the floor had been over an 1" height, it would have taken away 1" of his movement, so he'd only have 4.5" inches of free move left.)

Alternatively, an Ethereal may choose NOT to walk on top of water, but instead wade through it. Once he enters the water as a corporeal being, he will continue to be treated as a corporeal being until he exits the water; his movement is restricted the same as non-ethereal waters. Likewise, if a Ghost involuntarily comes in contact with water (falling, a failed leap, etc), he may choose to hit the water as a solid object (normal rules apply), or attempt to turn Ethereal just above the water's edge. If you choose the later, roll a Leadership test for the Ghost: if passed, he will not suffer damage for the fall (see Soft Landing), but will instead float above it. If the Leadership test is failed, the Ghost will disperse into ectoplasmic particles, and is taken out of action.

Lastly, Ethereal models may pick up large objects as normal (crates, ladders, governors' daughters), but may not make Ethereal moves while carrying them; they still receive Ethereal ward saves as normal, regardless of what they are carrying. Ethereal models carrying powder weapons (other than Cursed Pistol) still get wet in weather conditions if the climate is wet (Raining, Heavy Rain, etc.) or if he chooses to wade through water as a solid being.

Ghost Pirate Maximum Stats- Rules Clarification

All Models in the Ghost Pirate Warband have the same maximum stats as Humans.

Due to confusion, the Sea Singer “Beauty of the Sea” ability will be split into two rules, “Allure” and “Frightening Form”. They read as follows:

Allure – *If a male warrior declares a charge against a Sea Singer, he must pass a Leadership test- if he fails, he may not move this turn (though he may shoot and cast spells as normal.) If he passes the Leadership test, he may charge her as normal, and may fight her in combat as normal.*

Likewise, when a male warrior is charged by a Sea Singer, he must pass a Leadership test or be unable to attack the Sea Singer in combat (he may attack other models as normal.) The model must continue to take a Leadership Test at the start of every combat phase he would fight in, stopping only when he passes one. Until he passes a Leadership Test, he may not attack her in hand to hand. Once he has passed a Leadership Test, he may attack her as normal for the remainder of the combat. The “Allure” ability has no effect on females, animals, and models that are Immune to Psychology.

Frightening Form – *the Sea Singer causes Fear in female, non-animal models.*

Bloated – Rule Change –

The Bloated have the rule “No Pain” removed. (This was a typo.)

The Gibbets – Rule Addition

Gibbets now count as **Aquatic** – thus, they suffer no penalty for walking in water, they do not roll for drowning, and they may hide in water.

Unlike most aquatic models, however, Gibbets may never swim. Also, their charge is not doubled while in water. (If charging in and out of water, count the water terrain as difficult terrain when charging.)

Hymn of Rebirth – Rule Change

The spell “Hymn of Rebirth” is replaced with the spell “Dark Compact,” which reads as follows.

6 - Dark Compact – Difficulty Auto

The near dead return back from the shadows, lulled by the Enchantresses song... only to be forced into a dangerous agreement. Whenever an enemy hero dies, he is instead abducted by your warband and offered to join. You will now pressgang him, as you would a Captured hero, into becoming a Cursed or a Bloated, using the normal Pressgang recruitment rules. You may not ransom him back- he’s your property now!

4G – Lothorn Sea Patrol

This section corrects and clarifies rules found in “Sartosa PDF 04G Lothorn Elves”.

Elven Navy – Rules Clarification

Lothorn Sea Patrol counts as “Navy”. This means they may not buy pirate Banners (except for Nation’s Colors). They do not count as Outlaws. They may still pressgang (navies press-gang all the time), and may learn Pirate Skills as normal.

Lothorn Sea Patrol Swabbies – Clarification

To clarify, whenever you pressgang an enemy hero or henchmen, you must see if he joins willingly or not (see the Swabbie clarifications above for more). A willing recruit becomes a

Ship's Company member- he will either start a new Ship's Company henchmen group with starting Ship's Company stats, or join an existing Ship's Company group. He is now treated as an Elf, with maximum Elf stats, and may only use equipment that the Ship's Company may use. An unwilling recruit becomes a Raw Recruit- he retains his original race, stats and skills (but not spells). New Raw Recruits may only use Raw Recruit equipment, and gain the following rules: *Never Gain Experience, Rabble, 'Blimey, they got away!'*, and *'Don't mind them mates, they ain't true pirates!'* (see the Swabbie section above for details.) The enslaved hero or henchman also retains his experience, which is added to your rating as normal. Like any henchman, a Bloated taken out of action dies on a Post-Game Injury roll of 1 or 2.

PDF 5 - Skills, HS, DPs

This section corrects and clarifies rules found in "Sartosa PDF 05 Skills HS DP".

"Quick as a Monkey" Pirate Skills - Rules Clarification

Q. If running up ladders counts as open terrain, why do you need a skill allowing you to run and charge up ladders?

A. The "Quick as a Monkey" skill is for gaming groups that choose NOT to treat ladders as open terrain for whatever reason. It is a skill for "house rules", essentially.

Discouraged Hired Swords - Rules Addition

(The following is a response to players asking which Hired Swords are "allowed" in Sartosa. They are optional rules, and your group may alter the list as you see fit at the beginning of a campaign.)

Hired Swords are divided into three types: Common, Rare, and Forbidden. Common HSs can be found using normal rules. Rare HS can be found, but require a Hero to search them them, just like a DP (I.E. must make a successful Initiative test, and that hero cannot search for rare items). Forbidden HS cannot be hired.

COMMON Hired Swords Include:

- Sartosan HS, Daniel Logee's Swashbuckler, Myntokk's Slayer Pirate.
- Any HS involving thieves/robbers, merchants, slavers, or assassins.
- Most Humans of a non-magical nature, and generic origin and/ OR Empire origins.
- Given their sea-based nature, Dark Elves & High Elves count as 'common'. (Dark Elf Assassin, Shadow Warrior/Elf Ranger).
- Every HS in the Mordheim Rulebook, except Warlocks and Freelancers.
- 'Khemri' & 'Relics' Hired Swords. (When in doubt, Araby is not a far off locale- it's right around the corner!)
- Includes, but not limited to: Beggar, Imperial Tactician, Black Orc Overseer, Dwarf Pathfinder, Human Scout, Witch Hunter, Old Prospector, Lantern Bearer, Grave Robber, Swordsmith

RARE Hired Swords Include:

- Any Prayer or Spellcaster (except for Witches*, which are 'Common'). Includes similar "alternative casters", like Journeyman Runesmith.
- Generally: any Human HS that would travel around, but originates from a specific locale farther off than the Empire or Araby. Will also include Non-humans with a special niche (ex. Dwarf Treasure Hunter), Humans with a non-Sartosan niche (Beast Hunter), or

- reeally far off characters with a niche perfect for Sartosa (ex. Cathay Pyromaniac)
- Includes, but not limited to: Kislev Ranger, Cursed Hillman, Wood Elf Hunter, Chaos Emissary, Hobgoblin Scout, Big Game Hunter

*Why are witches common? 'cause it's hard to watch a Pirate movie without a witch or voodoo shaman in there, that's why! Sartosa's probably crawling with 'em!

FORBIDDEN:

- Any Mounted HS (if they come sans mount, they're Common). Estalian Corsairs are an exception to this rule, and may hire a Highwayman OR a Freelancer mounted (they count as 'rare' to find.) Note: no Pirate warband may hire a Road Warden, mounted or unmounted, as the pirates count as outlaws.
- Any HS specific to a single, far off location, with little habit of traveling (ex. Fallen Sister, Ninja*, Dark Emissary & Truthsayer.)
- Very powerful hired swords, with nothing to do with the setting: Chaos Centaur, Dragon Ogre, & Bone Goliath.

{*Cathayan Pirates find Ninja hired swords as if they were 'Rare'.}

Sartosa Hired Sword – Rules Clarification

Several Hired Swords in Sartosa (Leviathan Hunter, Old Smuggler, Orc Pirate / Goblin Swabbie,) have “Special Skills”. These may be learned as a Skill Choice during an Advance- the Hired Swords do NOT start with these abilities. The only abilities Hired Swords start with are under the section “Special Rules”.

Orc Pirate / Goblin Swabbie Hired Swords – Rules Change

The Goblin Swabbie stats were misprinted. They are as follows:

	M	WS	BS	S	T	W	I	A	Ld
Goblin	4	2	3	3	3	1	3	1	5

In addition, the Swabbie has Rope and Hook added to his equipment.

Booma Pistol Special: Rules Change

Booma Pistols are treated like pistols except that they are Strength 5. They may fire in combat as normal, using the optional blackpowder misfire rules as normal. When shooting the gun in the Shooting phase, however, the range of the weapon is randomly determined each shot. The player declares his shot, and then rolls an artillery dice: that is the range of the weapon for this shot. On the roll of “Misfire”, roll on the misfire table. If the target is within range, then roll to hit as normal. If you roll a 1 to hit when shooting in the shooting phase, do not roll for a misfire (you already risked misfire once this Shooting phase!)

DISCOURAGED WARBANDS – Rules Addition

The following warbands are discouraged in the “City of Sartosa” setting: Lizardmen*, Amazonian, Tomb Guardians, The Fallen, BTB Cathayan Battle Monks, Merchant Caravan, Sorcerous Society, Protectorate of Sigmar, Wood Elves, Outlaws of Stirwood, Imperial Outriders.

(*Lizardmen are out of place in Sartosa, but fit in perfectly with the “Sartosa: West Inds”

Expansion [see the “Sartosa Add-On” document]. In addition to fitting the fluff, countermeasures are in place to ensure that the “Aquatic” ability does not become too unbalanced [like, adding Crocodiles to the rivers]).

Other warbands are discouraged for flavor/fluff reasons, as they don't fit the aesthetic. If a warband was given a background that would justify their being in Sartosa in a flowery way, it may be permitted with group approval.

Ex. Normally, Sisters of Sigmar wouldn't be appropriate in a Sartosa setting. However, if a pirate slaver raids a nunnery, and the poor, previously pacifistic young virgins rebel against their captors, it would explain why a group of devout young women would be sailing along the Sartosan coastline, armed with relics stolen from their native monastery. The campaign consists of them desperately making their way home... or, perhaps, their adventures as they hunt down the remaining slaver ships, eager to rescue their remaining sisters.

Nuln Gunnery School – Recommendation Change

After playing with the Nuln Gunnery School warband, our group believes that they are no longer recommended for the setting. The combination of Nuln’s powerful weapons with the many items/rules to enhance blackpowder weapons (Powder Horns, Pirate Skills) is too powerful. They should not be played without severe cuts to their equipment and bonuses.

PDF 6 – SCENARIOS

This section corrects and clarifies rules found in “Sartosa PDF 06 Scenarios”.

Sinking Boats – Rules Addition

In any water Scenario that involves a type of boat, heroes may receive +1 Experience for sinking an enemy raft, row boat, sail boat, or sloop. If the boat was sunk after being rammed by a craft with several models on it, the point of experience is earned by the hero with the highest experience on it. Likewise, if you capture a boat owned by an opponent, you gain +1 experience (and get to keep it too!) You do not get experience for capturing a raft built within the scenario (ex. Raft Race).

Treasure Scenarios – Rules Clarification

Searching: Whenever searching a building for treasure, cargo, whatever, all search results are rolled at the END of the Movement phase, after all models have finished moving. (This prevents a model from searching multiple rooms in one phase.)

Fancy Meetin' YOU 'ere! – Rules Clarification

Q. Are heroes physically carrying cargo crates, or not?

A. If you are playing the scenario as it is the Mordheim Rulebook, no. They are carrying Valuables (small, easy to pocket items, like jewelry.) Your group may decide to forgo the normal rules of determining which player gets how many shards (the “take a hero out, automatically get one” principle.) If you do, every hero starts with a Crate. *(Reminder- you may stash crates within 1” of each other. So long as there is a friendly model within 1” of the stash and no enemies within 1”, it’s still under your possession!)*

Press Gang Scenario – Rules Change

The following rules are applied for the beginning of the Scenario:

“STARTING THE GAME: Both players roll a D6. The higher scoring player takes the first turn.”

Press Gang Scenario – Rules Change

After thorough testing, our group decided that the NPC Drunks in “Press Gang” died far too easily. Thus, the new way of determining deaths is as follows:

Bonk – Any Drunk taken out of action is immediately added to your roster. He may either join the warband as a Swabbie (losing their sword, but keeping their dagger), or be sold into slavery for 2D6 (along with all of their equipment.) The exception is any Drunk that was taken out of action by a Critical Hit. If you roll a Critical Hit that immediately takes the Drunk out, the Drunk has suffered too much damage and dies on the spot! He may not be recruited, and his equipment remains with the corpse. You may choose, after rolling a Critical Hit, whether or not to use the skills 'Strike to Injure' or 'Web of Steel'.

Press Gang Scenario – Rules Clarification

Q. Do drunks count as enemy models for movement?

A. Drunks that are unengaged do not count as enemy models for movement... they are stuck in their own, hazy little world. If a Drunk is charged, and a player attempts to recruit him the Hard Way (attacking him), he is treated as an enemy model. Likewise, if an encountered drunk is an 'Angry Drunk' and attacks back (whether the method was the easy or the hard way), the Angry Drunk is ALWAYS considered an enemy model, even when not engaged with a friendly model.

Press Gang Scenario – Rules Clarification

If the Drunk is taken out of action by a hero, the hero does NOT receive experience for taking the drunk out of action as an enemy. The only experience a hero gains for taking a Drunk out of action is if he captures the drunk alive (a mere +1 experience, not +2.)

Press Gang Scenario – Rules Clarification

ENDING THE GAME

The game ends when all but one of the warbands fail their Rout tests, then the last remaining warband wins. If for any reason the game ends before the last player routs (ex. The game store ending), the winner is the player on the board who has captured the highest number of Living Drunks (i.e. Drunks that did not die due to Critical Hits.)

Mutiny Scenario – Rules Change

The Mutiny scenario is being completely redone. To see the revamped version, see the “Sartosa Add-On” scenario, “Mutinous Dog!”

Wrecking Scenario – Rules Clarification

Small revision of the terrain set-up:

TERRAIN –

We suggest that the terrain is set up within an area roughly 4' x 4'.

Center of the Board: In the center of the board is a large area of water (18" - 48"), consisting of pure water, lagoon, or tributaries. You may include up to three 3" islands or sandbars in this area, but there should be more water than land. In the middle of the water is placed an anchored large boat, or fail that, a marker at least 13" by 8".

Deployment Zone: All other players are established on additional strips of land (islands, edge of the lagoon) or on water crafts around the edge of the board. They may not deploy more than 6" into the board. We strongly suggest each little 'island' have a screen of terrain hiding it from nearby islands, to prevent players from firing upon each other too heavily.

Wrecking Scenario – Rules Change

Treasure Chest: After all of the NPC sailors on the ship have been taken out of action, any warrior may search for the Treasure Chest during their next Movement phase. If the model is on the boat and searches, he will automatically find it at the end of the Movement Phase. This chest contains all of the treasure described in the bottom of the scenario, and only one will appear. It can be moved at half rate, the same rate as a Cargo (see Cargo section.) Depending on which ship it is, the rewards inside it will vary. If a warband routs while in possession of the treasure, they will not receive it, but leave it behind.

If for any reason the game ends before the treasure has been taken off the board (ex. Your game store closes!), the treasure is awarded to the warband in current possession of it, unless there is a non-injured (Knocked Down, Stunned) enemy model within Charge range of the possessor or of the treasure chest- if there is a model within charge range no one receives the treasure.

If there is only one player on the board when the last NPC sailor is defeated, the last player standing automatically receives the treasure.

Wrecking Scenario – Rules Clarification

Marienburg Marksmen and Araby Janissaries are armed with handguns and not "rifles" as described in the scenario equipment.

Wrecking Scenario – Rules Change

ENDING THE GAME – If the NPC sailors are still on the board, the game ends when all players have routed. If so, no one wins nor gets the treasure.

If the NPC sailors are defeated, the game ends when all players but one have routed, or when the treasure has been physically carried off of the board, whichever occurs first. If the treasure has been carried off, that warband gets the treasure and wins in the scenario. If all warbands but one rout, the last warband on the board automatically gets the treasure and wins the scenario.

Raft Race Scenario – Rules Clarification

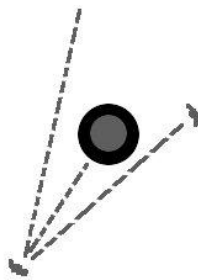
Rafts and Boats do not suffer movement penalty for moving through the water. All models, including Aquatic models, move at 1/4 speed while swimming/running through the water. Aquatic models may hide in the water as normal.

HERE BE MONSTERS

MONSTERS COVE

When setting up the Monster's Cove, place a 6" Cove area near the center of the board. This

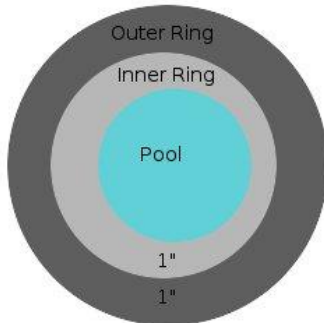
represents the rocky outcrop that houses the creature. There is a natural wall around the area, made of stalagmites, coral or some similar substance, that prevents anyone outside the cove from shooting in, or anyone inside shooting out, regardless of angle. While it blocks all sight, it is considered easy to navigate up close, and thus anyone can climb over at any part of the cove without the need of a “door”. Climbing up the sides of the cove counts a difficult terrain, but the area inside is open ground.



INSIDE THE COVE

There are three parts of the cove: the Pool, the Inner Ring, and the Outer Ring. Any model that climbs the wall and enters into the Cove is automatically considered to be in the Outer Ring- he can't be outside of the Outer Ring and still see the Monster (sorry, you can't have it both ways!) We recommend the Outer Ring be about 1” wide (or a little more). While not necessary, a 1” elevation is also nice.

Outside Cove (Cannot Shoot in)



The Inner Ring is the area that is touching the edge of the Pool. All models in the Inner Ring are considered “In Base contact” with the Monster, even if the actual base of the Monster is too small to touch the all of the warriors' bases- this makes it a very dangerous place for both man and monster! The Inner Ring should be at least 1” wide. A warrior must be in the Inner Ring to roll on the “Monster Surface” table or to Steal from the Monster's treasure.

The Pool- This is the area the Monster resides in. Treat the entire area as the Monster's Base- this represents the monster thrashing about, as he ducks in and out of the water. No player may voluntarily enter the Pool, but if a warrior one falls in, it is treated as Deep Water. If a model drowns in the water, and the Monster is not killed by the end of the scenario, then the drowned model is removed from the roster- no doubt eaten by the beast! The monster will never leave the Pool, and is immune to any spells, effects, or Psychology that would attempt to move him.



FIGHTING & SHOOTING

Warriors in the Inner Ring are allowed to attack the Monster in Hand to Hand combat. Models in the Outer ring are allowed to shoot at the Monster. Daring warriors may attempt to shoot at the monster, even if the monster is in contact with friendly models. For every hit scored against the monster, roll 1D6:

1- Hits a Warrior

2-6 Hits the Monster

Subtract -1 from the score for every Warrior in combat after the first.

(For example, if there are 4 warriors in combat, you hit a warrior on a roll of 1-4... not quite worth it!)

[Note: Yes, we are aware that you gain the +1 to Hit for shooting at a large target, only to hit your Non-large warrior in the back... it may not be fair, but that's life!)

The Monster will attack those around him, starting with the models in the Inner Ring. If there are no warriors in the Inner Ring, then the Monster will start making attacks against models in the Outer Ring. Even though it is attacking these Outer models in Hand to Hand, the Monster is not actually in base-contact with them- it represents the monster lashing out with its long tail or neck. This does not count as a new charge, unless the monster has not fought any models in the Inner Ring previous to attacking (ex. Someone disturbed the water and ran away, without the monster actually attacking anyone yet.) Note that the monster will attack models in the outer ring as soon as there are no more models in the Inner Ring- which means if a Monster has 5 attacks, and it takes the last fighter in the Inner Ring out of action with a single attack, it will lash out with the 4 remaining attacks against the shooters in the Outer Ring. Models in the Outer Ring, (if not knocked down, stunned, or taken out, of course), may continue to Shoot at the monster, or may move into the Inner Ring to attack the monster in Hand to Hand Combat.

CHARGING

Use the slightly modified "Monster Surface" table:

1 ENRAGED! The monster surfaces immediately after your turn, and gains a turn of its own. It will charge all models in the Inner Ring- or, failing that, will charge all models in the Outer Ring (these attacks hit at a distance, so models on the top may still shoot at the monster during their turn.) Also, the monster gets 1D3 extra attacks against the model that disturbed the water.

2-3 Hungry- The monster surfaces immediately after your turn, and gains a turn of its own. It will charge all models in the Inner Ring(all of them at the same time!). If there are no models in the inner circle, it will lash out attacks against models in the Outer Ring (these attacks hit at a

distance, so models on the top may still shoot at the monster during their own turn.)

4 Slow Rise- The monster surfaces immediately. Models in the Inner Ring must attempt to Charge it, but may only make a single attack. Likewise, any models in the Outer Ring may make a single shot each against the Monster- this happens after models "charge" into combat, so use the rules above for shooting into a "monster combat".

5-6 Bubbles- The monster's down there, sure enough, but he stays under this turn.

When the Monster first appears, it is considered to charge all models on the Inner Ring simultaneously, unless it goes through it goes through a "Slow Rise" charge, in which case the fighters in the Inner Ring charge it. Likewise, if the Monster takes out all models in the Inner Ring and starts attacking models in the Outer Ring, it does not count as a charge- it's already in range to begin with!