



ARTOSA

THE PIRATE ISLE

TABLE OF CONTENTS

2 BACKGROUND

8 NEW RULES, SWIMMING

9 WEATHER

10-11 SWABBIES

11-12 BOOTY

13-14 BOATS

15 PISTOL FAQ

16 CREDITS & SOURCES

Entrance of the
Darkling





THE QUEEN IS DEAD...

may she rot in her watery grave. Bonny Mab, the loved and hated Queen of the Pirates, Master of Sartosa, finally died in a ship to ship battle off of the Fool's Point isles. With thirteen bullet wounds piercing her flesh, it took the swing of an Estalian Naval sabre to finish her off. The queen was 58, the longest reigning Pirate King in centuries.

Back home, Sartosans drank heavily at the news of her untimely death. Some drank in sorrow, with salty tears in their beers. Others quaffed and danced in a typical Sartosan wake, blasting their sorrows away with undiluted rum. But a few, the elite Pirate Lords, toasted their fine Bretonnian wines to the future Pirate King... each of the Lords casting a greedy eye on the title themselves. But mostly, the Sartosans drank heavily because, well, it's an island full of drunken, rowdy, disorderly pirates. A collage of cutthroats, thieves, and beggars, with no loyalty to king, captain, or kin. Every living soul on the isle knows the value of sinew and insincerity... the honest souls you can find floating by the piers, deprived of their wallets.

'Sartosa' is the name of both the island and the largest city on the island. The island proper is a volcanic formation, covered in thick jungle. Deep in the undergrowth is a steady supply birds, fruits, and wild boars, providing a cheap source of victuals for the penniless crews that loiter about the coastline. The coastline is a squiggly line of grottos and arpeggios, with a near limitless number of hiding places from any naval vessel daring enough to approach the isle. To the South are the Skull Sands, an ever-changing barrier of sandbars that only the native Sartosans can navigate through. Any ship that runs aground of the sands is open to whichever plunderer gets it first, so fights and races to the wrecks are an every day occurrence. Even pirates sometimes hit the sandbars, but are less likely to wreck their ships, for pirate vessels of choice are small and swift, built for hunting and fleeing, and therefore have shallow

bottoms. Naval man o' wars and loaded merchant boats float lower in the water, and should

they drift into the Skull Sands, they're as good as sunk, without the pirates having to fire a pistol.

Not to say that pirate ships are unable to fight. Stolen merchant ships are often outfitted with a large number of cannons, far exceeding the normal capacity. These smaller ships also contain an extra large number of crewmembers, allowing pirate crews to swarm over and outnumber most any ship they board. More crew members also means a smaller share of the sailing duties, meaning that pirate crewmen are often less fatigued than the naval crewmen they fight.



The city of Sartosa consists of a rotting patchwork of neglected buildings. Over the centuries, the city has been conquered by numerous enemies; the Remeans, the Norse, the Dark Elves, the Estalians, the Tileans, even the Arabyans. Each time, the vast naval armadas drove the pirates off, capturing and fortifying the city. But every navy needs supplies, and rather than fight the naval man-a-wars head on, the lurking pirates would rob the supply ships carrying food, payroll and ammunition. So each time, it was only a year or two before the conquerors left for home, starving and underpaid. Ironically, the city was often in better condition AFTER the conquerors left than when they came. Because of this, the architecture of the city is an amalgamation of various styles; Estalian adobes supported by aging Remean pillars, or Bretonnian wings added onto Arabyan domed houses. The only thing consistent in all Sartosan buildings is they are all slowly rot and speckled chipping paint, brought about by neglect and constant exposure to the briny sea air. The jungle trees of Sartosa provide great fruit and firewood, but poor building material, so the primary sources for repairing and building structures is from driftwood and un-seaworthy boats. Carpenters are also valuable members of any ship, so it is hard to find an unemployed carpenter on the island of any skill or sobriety.

The busiest place in Sartosa city is Peg Street, a bustling avenue filled with stolen goods and shops from night till noon. Rare Tilean oil paintings may be purchased for a song, and large silver coins are traded for penny ale. Often rare and expensive



spices, brought all the way from Ind by poorly guarded merchant ships, are so plentiful on Peg Street that a ship's cook can buy a satchel full for two pieces of eight. Many pirates, upon capturing a spice ship in the Black Gulf, prefer to dump the bulky spices into the sea to make room in the hold.

In Roba, the sister city of Sartosa that sits on the other side of the bay, the citizens take advantage of the many caves in the side of Mount Ertinia. The dwellers add wooden exteriors and 'welcoming' pit fires to the ancient caverns, becoming residences, pubs, and brothels. Rope bridges and rickety scaffolds snake their way up the mountainside, linking cave to cave in a sort of vertical neighborhood. While some caverns are completely natural, others were artificially carved over a millennia ago, by a lost culture that predate the Remeans by many centuries. The lost race, whoever they were, left behind numerous reminders, including cryptic carvings in the caves, waystones dotting the coastline, and the golden statue of a man in the harbor. Who knows what the original features of the statue might have originally been, but pirates have attributed the monument to Jack of the Sea, the first folklore hero and the 'first pirate'. At the top of Mount Ertinia sits the Pirate King's Fortress, a heavily entrenched mansion that overlooks the entire Sartosan bay. It is also Roba that many born-and-raised Sartosans dwell. They resent the recent arrivals to the isle, and consider themselves the 'true blood' pirates. Street gangs will often cross one side of the bay to the other, provoking other gangs into fights and destroying property at will.



Other cities also dot the isle, though none are as prosperous as Sartosa and Roba. To the Southwest, over the goblin-infested Osso Hills, are the towns of Ossomunte and Caprio. Ossomunte is a dangerous and disreputable place, even by pirate standards. It is full of desperate men and code-breakers, which were wicked enough to be banned from Sartosa city. Caprio is a small town surrounded by farmlands, and an ideal lookout spot, as it overlooks the Southwestern seas.

Further east along the coast is the city of Senelite. It would be as big and prosperous as Sartosa city, but the harbormasters charge substantial fees for any ship docking there. Still, when the storms wrack the sea, it is crammed full of boats, as it is the only safe harbor on the entire south side of the island. The harbormasters also double as the slumlords, and the gap between the rich and the poor increases every day. It's only a matter of time before the tension turns to violence.

On the far Southeast edge are the four towns of Beffardo, Ragil, Vermonte and Vercuso. The backcountry of Sartosa, the farms and fishing communities surrounding these towns provide most of the native food for the island markets. There are many honest fishers and pearl divers who scrape a living in these towns, and they are immune to pirate

attacks, as they are under the protection of the town elders. Of course, the protection costs these fishers much of their profit, and they are always at risk from attack from rival Southeast cities. Naturally, with a feudal system like this in operation, it is a home away from home for Bretonnian pirates.

In the middle of the Southern Coast lie the Dwarf Hold, a fortress built into the very cliff face. It is the home of the Slayer Pirates, the death-seeking fanatics who alternate their time between raiding ships and hunting monstrous creatures from the deep. It is also a penal colony for dwarven convicts, who are carried there from the Coastal Stronghold of Barak Vorn. Next-door is the human city of Caragio, which has close ties to the Dwarven Hold. The slayer-spirit has rubbed off on the Caragio citizens over the years, and many of its residents are fearless whalers and leviathan hunters of merit. The town is filled with rendering plants for processing the hides, teeth, and blubber of the large monsters killed by the human and slayer hunters. The Caragio taverns have also catered to the tastes of Slayers for so long that their rum is made extra strong, and is infamous throughout the isle.

Finally, just off the Southeastern coast is Dragon Tooth Castle. Formerly a Lighthouse designed to lead ships into danger, crashing them and their cargo on the rocks, negligence and disrepair has ensured that it will never light again. It's currently used as a base of operations for various bands of pirates, who inhabit and desert it in turn.

There is no main currency or trade in Sartosa. The most common coins are from the Tilean mainland, but coins are worth the metal they're minted upon. Foreign coins and even Cathayan denominations change hand without people batting an eye. Pirates enjoy any valuable thing that doesn't take up lots of space: black pearls from the Black Gulf, soft Lustrian gold, Southland ivory, Ind jewels, Ulthuan jewelry. Occasionally, a pirate will find rare items that only a few collectors would be interested in: seasoned pirates learn to recognize articles such as "wyrdstone" and Albion Ogham stones. The sale of one of these seemingly ordinary objects can gross enough to buy a new ship, though it means that the enterprising pirate captain has the extreme displeasure of consorting with wizards and practitioners of the 'dark arts'.

Pirates are a superstitious lot, and they generally hold reverence in three gods. The chief one is Manaan, God of the Sea. He is swift in his anger and slow to forgive, and it is by his grace and his grace alone that the pirates survive more than a minute offshore. The second god is Ranald the Trickster, god of Liars, Thieves, and Gamblers. His hymns are bawdy bar songs, and it is to him that pirates silently pray when hiding in a corner as the night watchman walks by. It was by his grace that Sartosa was raised from the deep. Last but not least is King Death. A fearsome version Morr, King Death has a skeletal face and wears an iron crown. It is his face that is flown on the Jolly Roger, the

trademark of all great Pirates. King Death can be cruel or kind, but he inevitably shakes every pirate's hand in the end. These three gods don't put up with sorcerers or priests, and neither do pirates. To most pirates, temples are for plundering and monasteries for burning. There are, of course, exceptions to every rule. Every crew is bound to have a pious Sigmarite, or a tea totaling, Omyzod-fearing Arabyan. Southlanders are sometimes learned in the mystical ways of Kwadoo, and Bretonnians see the Lady of the Lake's presence in every body of water. Still, in desperate situations, captains have been forced to call upon the need of magicians... in those situations, the only possible way to find one is to sail to the mainland of Tilea.

While Sartosa has a Pirate King, it is mostly an ornamental position. The king mostly ignores the day-to-day internal affairs of Sartosa, and government system is closer to anarchy than democracy. The great Pirate Lords, retired or semi-retired pirate captains of vast fame and fortune, have no official power in the city, but are often consulted in the case of major disputes. There are no law enforcers or legislature in Sartosa, but the island is ruled by the pirate code. Each captain makes a small variation or two, like "no music on holy days" or "no gambling of coins at sea", but the core of the code is universal throughout the Great Sea:

- I. Every Man shall obey civil Command; the Captain shall have one full Share and a half of all Prizes; the Master, Carpenter, Boatswain and Gunner shall have one Share and quarter.
- II. If any Man shall offer to run away, or keep any

Secret from the Company, he shall be maroon'd with one Bottle of Powder, one Bottle of Water, one small Arm, and Shot.

III. No woman to be allowed amongst them.

IV. If any Man shall steal any Thing in the Company, or game, to the Value of a Piece of Eight, he shall be maroon'd or shot.

V. No striking one another on board, but every man's quarrels to be ended on shore, at sword and pistol. No man may interrupt till one death or one resigns.

VI. That Man that shall snap his Arms, or smook Tobacco in the Hold, without a Cap to his Pipe, or carry a Candle lighted without a Lanthorn, shall suffer the same Punishment as in the former Article.

VII. That Man shall not keep his Arms clean, fit for an Engagement, or neglect his Business, guilty of Drunkenness in time of Engagement be cut off from his Share, and suffer such other Punishment as the Captain and the Company shall think fit.

VIII. If any Man shall lose a Joint in time of an Engagement, shall have 400 Pieces of Eight ; if a Limb, 800.

IX. If the Jolly Roger is flown and an Engaged vessel surrenders all without fighting, the attacked taken prisoner unharmed. If the flag is flown and the Engaged fight, all shall be killed, save for willing surgeons, sea artists and musicians.

The rules are not always followed, but every pirate knows them by heart. Even in the streets, scuffles occur and pirates kill each other over trivial matters. But amongst members of the same crew, a good pirate captain will make sure the code is strictly enforced, making sure that do no unjust harm to each other.

Balthazar raced blindly down the cobbled streets, bee-lining around the dishonest citizens of Sartosa. Curses and shots rang out behind him, and the rugged crew of the Celeste were hot on his heels. There were no city guards to call to for help, in Sartosa... just as well, Balthazar thought, considering he'd never met a city guard who didn't want him dancing the hempen jig. He stumbled outside the Stoa and Urchin pub, tripped over a facedown drunk and crashed into a cart of barrels. The tipped cart spilled its contents, barrels rolling across the street and free grog flowing into the gutters. Within seconds, the bartender was pushing greedy pedestrians away from his precious merchandise. The street became a traffic jam, filled with thirsty moochers. Traffic stood still, and Balthazar thanked Ranald for a brief headstart on his pursuers.

He dodged down the back streets, which, given that it was only 4 or 5 in the midday, was moving at a sluggish pace. 'WishBone Alley' was mostly empty, except for a few enthusiastic fishmongers, crying 'Cockles and Mussels, alive, alive oh!' in the ears of hungover sailors. The only harlots outside the brothel right now were the 'dayshifters'; The old hags in bright wigs and heavy make-up made Balthazar cringe slightly. The buckling effect on his knees was made complete as he darted past the tanner's shop, with the smell of leather hides curing in urine. Balthazar gave a quick peek over his shoulder, hoping the captain and the crew of the Celeste would have given up on him. From the corner of his eye, he saw the plume of the captain's hat, and Balthazar ducked into a side street.

Or at least, it USED to be a side street. Before him stood 6 feet of decayed boxes, rubble, and compost, blocking the alley way. Desperately, Balthazar climbed, trying to find his footing amongst scurrying rats and fish heads. He pulled his head over the top; All that stood between him and freedom was a slimy slide back down the mound.

With the crack of a gun, Balthazar's left shoulder went numb, and he tumbled backwards, colliding with the rough cobblestone. Even upside down, Balthazar recognized the face of the Captain of the Celeste, a face he knew very well.

"Any last words, love?" asked the sultry alto of Estella Santiago Mab, Captain of the Celeste. She lowered a charged pistol, bringing it level with Balthazar's bleeding crown.

"I swear," he pleaded, "she meant nothing to me."

Fortress of the
Pirate King



Sartosa

Reba

Green Hills

Onionmistle

Senelife

Caragio

Caprio

Dwarf (H)

Cave of the
Damned

0 10 20
Miles

Skull Sands

Sartosa



Sartosa, for all its treacherous citizens, will open its ports for any and all, so long as they follow the code (and have money.) It is sanctuary for criminals, fugitives, and exiles, the downcast and disowned. And while pirates will frequently steal sailors and press-gang them into joining the crew, it is by a large a country of free men. Naval crewmen find pirate captains much more lenient than most commodores and officers, so they hardly resist being 'forced' into piracy. Runaway slaves and serfs can own property and vote.

On the subject of votes, no one is entirely sure who the next Pirate King will be. Many of the Pirate Lords shaking hands and buying rounds, not to mention spreading a few doubloons to influential captains. The votes often split along nationalistic lines; the Estalians pull for Marquez the Red, while the men of the Empire prefer Otto Offenbach, a.k.a. "the Scourge". Not even loyalist Bretonnians would consider backing Javier, the Bloody Baron, except that his moneybags are large and their drawstrings open. The die-hard Sartosans, however, have no native-land they hold dear, and the only flag they respect is the banner of King Death. These born and bred Sartosans are split between two candidates: Captain Hawthorne, a cruel leader who respects not the code, but is undeniably clever and well-connected; and Krushj the Anchorman, a dense but loyal ogre captain, who is feared by his enemies and loved by his shipmates. Oddly, Hawthorne, one of the subordinates to the Queen Bonny, does not seem interested in the job... since the day of her death, he has been off the island, scoring the seas and shores for who knows what.

The role of the Pirate King becomes slightly more influential in foreign affairs. It is the Pirate King who handles tributes from other countries and city-states, generous payments that ensure a 'protection' from piracy (a large amount of this money winds up in the Pirate King's pocket, of course.) To these safe countries, the Pirate King forbids any raiding of their shores and ports (although this courtesy ends at the open seas, where the ships are commonly raided just like any other nations.) However, if a 'protected' kingdom forgets or ignores their tribute, it is the Pirate King who organizes a full out war on the coastal country, offering a bounty for each royal ship scuttled or noblemen kidnapped. The King also unifies the country against foreign attack, for several times in a King's reign, he must ward off invasion from Estalian Armadas. Likewise, Sartosa is right off the coast of Tilea, directly opposite the shore from Luccini. The Luccinian navy and the pirates are constantly battling each other, and as Luccini boasts one of the greatest militaries in the world, it is no easy fight. United under the Pirate King, independent corsair ships are pooled into swift moving fleets, delivering hit and run attacks on their enemies. The late Pirate Queen, may she rest in peace, kept her position for so long because she was a master of orchestrating raids; like a spirited rondo, she'd conduct pirate raids in endless cycles, hitting their opponents again and again, until they made a fatal mistake or surrendered.

And while rare, it occasionally happens that darker forces come sailing to the small isle, reeking of death and blood. Khorne raiders that tan the hides of men and wear them as armor; undead sailors that drag helpless mariners into the murky water; Dark Elves, who once came close to lording over Sartosa, returning to finish the job or tie the free men to the galley oars till they die. Even the isle of Sartosa isn't free from internal corruption, for on the south edge of its coast is the Cave of the Damned. It is there in the dark caverns that daemons and mutated creatures hide and lurk, and the briny pools within the cave seem to have no bottom, but extend deeper than the seabed. These bottomless shafts nest the oldest of sea creatures, monsters that make leviathans flee and sea dragons shake with fear. With their very souls at stake, a competent Pirate King can make cowardly thieves grow backbones at a moment's notice.

But these dark threats are foolishly forgotten of late, as the Pirates delight in their good fortune. With Queen Bonny's passing, all protection agreements and tributaries are null and void, and all ships and ports are now fair game. The markets of Sartosa are currently bustling, and the cargo holds are fit to burst. But hustle leads to friction, and street fights are now an hourly occasion. Meanwhile, the navies of the Old World are readying their ships, prepared to pick off the muddled pirates one-by-one.

But a vacancy in the office is not the only thing the Queen Bonny Mab left behind. Whilst her mansion, over looking the Sartosan docks, was overflowing with opulence and luxury (most of which was looted before her body hit the sea bed), that money was just a fraction of the fortune she had acquired over her long reign. Any rumor or diluted half-truth about her 'X', the resting place of her mountainous loot, sends the port city ablaze and has seas dogs reaching for their shovels. What clues did she leave behind, and where would she have left them? Recently, the Queen's two estranged daughters, Fleur and Estella Mab, have made their way back to the island of their birth. Is the possibility of their mother's buried gold enough of an incentive to make the daughters revoke their vow to never return to the isle, or do they have unfinished business of a different matter?

Welcome to Sartosa, where life is vibrant and painfully short. Keep your cutlass sharp, and your powder dry, and you just might survive till sunrise.



PLAYING 'SARTOSA, THE PIRATE ISLE'

The rules in this campaign are based on fighting inside the City of Sartosa, the subtropic islands that surround it, and the coastal villages nearby. Each player represents a pirate warband or a naval warband as they explore the caves and jungles, raid ports, or openly brawl in the chaotic streets.

WARBANDS

The Sartosa Rules setting includes numerous new warbands. It is not required to play one of these new warbands, but some these warbands will have a few slight advantages, for example, access to Swabbies. Warbands are discussed in greater detail in a later document, but in general, we recommended you pick a sword or gunpowder using warband, for both benefits and flavor.

TERRAIN

As Sartosa scenarios are mostly set in the City of Sartosa, the neighboring cities, and the raiding of coastal villages nearby, most of the terrain is urban-based, much like Mordheim. Considering Sartosa is made of poorly kept buildings, your decaying and half broken buildings will fit in just fine! Other scenarios involve fighting in the forests and beaches, with special terrain rules as follows. Both in city ports, beaches, and jungle islands, water plays a large part.

{For ideas, guides, and links for building Sartosa Terrain, check out Sartosa PDF #9}

OPEN GROUND

Models move without penalty.

1. Clear underground passages.
2. Unobstructed ruined city streets.
3. Vines and ladders leading up or down.
4. Bridges with no gaps or gaps less than 1" in length.
5. Steps leading up or down.

DIFFICULT GROUND

Models move at 1/2 speed.

1. Steps that are higher than 1".
2. Rubble or light shrub.
3. Shallow swamp or marsh.
4. Jungles.
5. Shallow rivers.
6. Calm Waters

OCEAN CURRENTS

Unlike rivers, ocean currents are more unpredictable, and there is never an 'upstream' or 'downstream' pull, but rather smaller currents in a multitude of directions. For the purposes of this game, it is assumed that there is no current. In some scenarios, however, the water is especially Turbulent, and is treated as very difficult terrain (this has no effect on boats.)

SWIMMING

Models with no armour or an armour save of 6+

may swim up to their base move each turn. For armour saves of better than 6+, 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. Shields and bucklers do not count for this as they are assumed to be strapped on the backs. Aquatic models may move and wear armor as normal.

Swimming models are assumed to have all Gunpowder Weapons soaked, and are unable to fire them for the rest of the battle. Non-aquatic Stunned models that fall in the water must immediately test for *Drowning*: they recover on a D6 roll of 4+ or are removed as a casualty. If they are wearing armour that provides a 5+ or better save, they are taken out of action without having to roll. Knocked down models that fall in the water recover on a D6 roll of 2+, and have no ill effects for wearing armor. Ships moving at a speed of 6" or less may pick up crew that pass within 1" during the vessel's movement. Enemy troops encountered in this manner may be treated as if they are *knocked down* for the purposes of hand-to-hand combat.

Upon reaching the shore, or a friendly vessel, any remaining movement is discarded as the fellow is busy hauling himself out of the water (unless he started the turn within 1" with the shore).

Swimmers reaching a stationary enemy vessel may climb aboard but automatically fight last and require a 6 to hit in any subsequent combat due to exhaustion and their sopping wet attire. This is not the ideal method for boarding an enemy ship!

SOFT LANDINGS

In keeping with the swashbuckling tradition of daring escapes and roof-top chases seen in pirate films, in Sartosa there are softer areas to break a warrior's fall, should he happen to fail his attempts to jump or climb down, or merely falls off the edge. If the model falls within 2" of a **soft landing**, the Strength of the fall damage is halved (rounded up.) This may not be used with Diving Charges, as the model is more concerned about dealing damage than saving his skin. The following are perfect examples of Soft Landing spots, but your group may of course create their own:

- Water
- Hay stack or hay cart
- Canvas canopy on a store
- Persian Rug stand
- Manure Pile (*requires Fear check before diving!*)



WEATHER

SARTOSA WEATHER TABLE

2 Baking Hot
3 Foggy
4 Dry
5 Windy
6-8 Normal Play
9 Raining
10 Heavy Rain
11 Thunderstorm
12 Maelstrom!



2. Baking Hot: The sun beats down from on high, and the sea reflects the glare. All warriors except Undead are at -1 to WS, BS and I for the duration of the game. Any model with wet powder immediately has it dry their next Recovery Phase.

3. Foggy: A thick fog has rolled in from the coast. Roll 1D6. A roll of 1-5 results in all shooting reduced to half range due to poor visibility. On a 6 warriors can't see where they are going and are disoriented. Using a random move dice (40k) roll for each character/Henchmen unit. They may move (walking) in that direction. If they run into another warrior they may attack them, if they are friendly roll 1D6, on a 5+ they attack them thinking they are the enemy.

4. Dry: The sun beats down on the beaches, making leathers creak and reddening exposed skin. If a Pirate and his powder become wet roll a D6 during your Recovery Phase: on 4+, the Powder has dried off, and can now be used as normal. All models add +1 to their Initiative when climbing or rolling to avoid falling, as their grip is greatly improved on dry surfaces.

5. Windy: A hot wind from the South tears across the isle making it difficult to shoot and leap across buildings/terrain features. Roll 1D6: 1-3 = -1 to hit with missile weapons and to leap across buildings, 4-6 = -1 for shooting, -2 leaping for leaping, and an additional -1 for shooting with arrows or bolts (bows, crossbows, etc.) If the scenario involves ships with sails, determine from which board edge the wind is coming from. Sailed ships moving with the wind gain +2" on their move, and sailed ships moving against it are at -2.

9. Raining: All missile and powder weapons are at -1 to hit. Those wishing to fire a Black Powder weapon must first roll 4+ on 1D6 otherwise the powder is too wet to fire. (Models with Powder Horns do not have to test.)

10. Heavy Rain: The monsoon beats down upon the warriors making movement slow and hazardous. There is -1 to all movement. All missile weapons ranges are halved. Black Powder weapons may not fire at all.

11. Thunderstorm: A lightning storm, that cracks

the very air around your warriors. Each round, choose a random quadrant on the board, then pick a random warrior in that quadrant. Roll a D6: on 4-6, the warrior has been struck by a bolt of lightning, causing a S4 hit (S5 if the model was wearing heavy armour, ithilmar, or gromril) with no armour save, will not cause critical hits. On 1-3, the lightning bolt struck the ground or a high surface near the model, causing him to jump out of his skin. Until next round, he may do nothing but fight back in combat.

12. Maelstrom: The warbands are struck by a monstrous storm that comes and goes faster than imagined possible. A Maelstrom will hit the battlefield for the first D3+2 turns, no missile attacks are possible, all powder weapons count as being wet, no model may run and can only charge his normal movement, no spells may be cast and no model may benefit from the leader's Ld. If there any boats on the board, they move 1D3" in a random direction each turn. Simming models may not move until the storm ends. After the D3+2 turns, reroll the weather condition, rerolling any further rolls of Maelstrom. Scenarios with a limited number of Rounds are extended +2 rounds.



In Sartosa, most Pirate warbands can 'recruit' new members to join the adventuresome life of a buccaneer. The following rule applies to all new warbands unless stated otherwise.

All Hands on Deck: In less desperate times, pirates would only recruit humans. But now that all Sartosa is ablaze, nearly anyone will do. Pirates may now recruit any non-Large, non-animal model they come across. The exception is that non-Undead warbands cannot recruit Undead models, and no one may recruit demons. This only applies when in a Sartosa campaign setting; in any other setting, Warbands may only capture Humans and models of the same race.

Kidnapped! 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, either starting 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 and characteristics are changed to those of a starting Crewman, or to match those of his new crewmates if joining an existing group. Otherwise, the Hero has resisted the siren's song of the sea, and is forced to become a Swabbie (see Swabbies below). 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.



Every time a Henchmen is taken *Out of Action* during the game and then lost from their original Warband for good (a 1-2 was rolled for them post-game) also have a chance of joining up too! Roll another D6 for each: on a roll of 4+, the model is Kidnapped! Once a warband has captured a henchmen, the Pirate player can then test to see if they will join exactly as above, by both players rolling 2D6 and adding it to the Captain's and the Henchman's Leadership. Again, if the Pirate player won, he receives +1 to his roll.

Whenever a Hero is Captured, or a Henchmen is kidnapped, roll 1D6 to see who took him:

You may choose to make a captured model a Swabbie, without rolling to see if he joins the Crew. Captured NPCs will only become Swabbies.

1-3 Finders Keepers! – The Kidnapped model is taken by the warband that took him out of action, and may be recruited by that player, if they use the Swabbie rules, even if the player routs.

4-6 To the Victors, the Spoils – The Kidnapped model is taken by the winner of the scenario (in most cases, the last warband standing).

NON-PIRATE SWABBIES

Non-pirate, non-Sartosa warbands may not normally recruit Swabbies after matches. However, certain scenarios and exploration results reward warbands with Swabbies. They may not be recruited into the Crew or similar henchmen group, but follow the stats below. No warband may have more than 5 Swabbies. Also, Non-Pirate Warbands **may** still strip the equipment from any henchmen and heroes they have captured.

BORN PRESSGANGERS

Two Non-Pirate Warbands may collect Swabbies while in the Sartosa Setting: Dark Elves (from Lustria) and Chaos Dwarves (from Border Town Burning.) Any model captured by a Dark Elf Warband that is recruited into the crew become Shades, while unwilling recruits follow the stats for Elf Swabbies (see below). Chaos Dwarves do not capture dead henchmen like other warbands, but instead may try to Press Gang any warriors they have Captured and locked in their Prison Wagon. Any willing recruits become Informers, any unwilling captives follow the stats and rules for Human Swabbies (see below). Once pressganged, a Captives cannot be sacrificed. They may try to recruit Captured heroes (from the injury roll), the same as other warbands.

SWABBIE STATS AND RULES

	M	WS	BS	S	T	W	I	A	Ld
Human	4	2	2	3	3	1	3	1	6
Dwarf*	3	2	2	3	4	1	2	1	6
Elf	5	2	2	3	3	1	3	1	5
Skaven	5	2	2	3	3	1	4	1	4
Zombie**	4	2	2	3	3	1	1	1	5

*For special rules on **Dwarf Swabbies**, see 'Thaggi' in the *Slayer Pirate Warband*.

For special rules on **Zombie Swabbies, see 'Bloated' in the *Ghost Pirate Warband*.

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.



Instead of Wyrdstone, the common currency in Sartosa is raw goods. In scenarios involve the stealing of Cargo, always kept in crates, barrels, or similar containers. Each crate can be carried by a single non-animal model at base movement rate (no running allowed). Two models may carry a crate, in which case they may run. While carrying a crate, the model may not fire any missile weapons or use any spells. If attacked, the crate will be dropped, ready to be carried by anyone coming into contact with it. Once a model escapes off the board with a crate, it may not return. Should a warband rout while any of its members have crates, the goods are lost if the model is within charge range of any upright, non-engaged opponents. Also, when moving Cargo on boats, every Cargo crate reduces the number of passengers by one model (see *Basic Boat rules for more*).

Stash: A warband may choose to secret their Cargo in one place rather than carry them around. Cargo crates in a stash must be within 1" of each other. To claim ownership at least one model must be in base contact with a crate, or he must be the only model within 1" other than friends. Animals may also guard a stash even though they cannot carry a crate. Of course, it is putting all your eggs in one basket.

For the sake Exploring for and selling Cargo, it is treated the exact same as Wyrdstone, Valuables, or similar goods. The exception is that once per Exploration Phase, you may open one Cargo that you are not selling. Subtract it from your total and roll D66 on the Chart below.

11-16 Food, worth 1D6gc. Also, roll another 1D6, to see what else it contains:

1-3 1D3 pieces of Hardtack

4-5 Garlic. 1 Clove for each Hero.

6 -Stashed Item! Roll 1D6 below:

1 Dark Venom (1 dose)

2 Black Lotus (1 dose)

3 Crimson Shade (1 dose)

4 Manticore Spoor (1 dose) (see Border Town Burning or "King of the Hull Scenario" for rules)

5 Madcap Mushrooms (1 dose)

6 No drugs here... just a

Halfling Cookbook!

21-26 Alcohol Worth 2D6 gc. Roll an additional D6: on a roll of a 4 or 5, it contains a case of Grog, and on a 6 there is one dose of Bugman's Ale or Elven Wine (your pick).

31-36 Clothing. Worth 2D6gc per crate. Also includes:

1-3 1D3 Toughened Leathers

4-5 1D3 Greatcoats

6 A Captain's Hat!

41 Equipment. 1D3 Bucklers and 1D3 Swords.

42 Jewelry. Includes 1D3 Lucky Charms and a Whalebone Charm.

43 Luxury Goods. Worth 4D6gc per crate, hidden inside is (1-3) a Tarot Cards or (4-6) a set of Cathayan Silks.

44 Black Powder. Worth 5D6gc per crate, contains one pack of Superior Blackpowder.

45 Foreign Wares. Roll 1D6:

- 1- *1D3 Khufa Beans* (Relics of the Crusade) Sell price 10gc each
- 2- *Dimashquine Sword* and *Robe of Honor* (see Relics of the Crusade) Sell price: 8gc and 25gc.
- 3- *Perfume* (Relics) Sell Price: 10gc
- 4- *1 Katana* and *1D3 Smokebombs* (see Border Town Burning or "King of the Hull" Scenario for rules") Sell Price: 10gc & 30gc each.
- 5- *Ithilmar Armour*
- 6- *Elven Cloak*.

46 Blank Flag! You may purchase a Pirate Banner of any kind (that you would ordinarily be able to purchase) for free, without rolling for rarity.

51-53 Common Guns. Roll 1D6

- 1 *1 Blunderbuss*
- 2 *Brace of Pistols*
- 3 *1 Dueling Pistol*
- 4 *1 Handgun*
- 5-6 *Choose* one of the above.

54-56 Exotic Guns. Roll 1D6

- 1 *A Pocket Pistol* for each of your Heroes
- 2 *1 Dwarven Pistol*
- 3 *1 Long Barreled Pistol*
- 4 *1 Double-Barreled Pistol*
- 5 *1 Duckfooted Pistol*
- 6 *Your choice:* a Sword Pistol, a Warplack Pistol, or a Repeating Pistol.

61 Medicine Chest! Can be used as D6 doses of Healing Herbs or as a one off to allow a re-roll on the Hero serious injury table (unless the result was Pit fight, Captured, etc). Also gain 1D3 Hook Hands and 1D3 Peg legs (should you ever need them).

62 1D3 Handguns, each with a supply of Refined Gunpowder.

63 Exotic Animals! Worth 6D6gc. Roll another D6, on a 5 it also contains a Parrot, on a 6 it has a Baby Cold One (treat as Wardog)

64 Gems. Worth 100gc but can be sold for only 40gc, after the fence. May instead be worn, which adds +1 to rarity finds. Also enclosed is a pack of 1D3 sets of Silver Arrows/Bullets.

65 A Hunting Rifle.

66 A Swivel Gun. As long as you own it, you may purchase shot for it like any Human Pirate Warband. Only is allowed per warband each game (*though you may have a back-up in the Equipment, in case you lose one*)



Most of the rules that follow apply for small rowboats and rafts, and for boarding larger ships.

MOVEMENT

Boats move 6" forward when moving through open water. Rowboats with oars may also move 3" backwards, if they desire.

URNS

Unless stated otherwise, Boats of all size may make a single turn of up to 45 degrees at the beginning or end of their movement (but not both). Rowboats may give up their movement to rotate 180 degrees.

PILOT

On every boat, one crewman must be allocated as the pilot. The driver may do nothing else but drive whilst the boat is moving as he is too busy controlling the rudder. In the event that the pilot is knocked down, stunned or taken out of action, any other crew member may take over and become the new pilot. If there is no pilot, the boat drifts 2" in a random direction (see rules for Drifting).

CREW MOVEMENT

Crew may board a rowboat like normal. A rowboat may not move the turn that warriors move onto it. Crew may move around on deck as normal. Crew disembarking from a moored vessel can in proportion to the remaining movement of the boat; If the boat moved half of its maximum movement, then the warrior may move half; If the boat moved a third of its maximum move, the warrior may move 2/3rds his top movement; If the ship moved all of it's movement, then the warrior may not move this turn.. Models may choose to run or sprint, but require an Initiative test; if they fail, they fall in the water at the shore edge, and they may not move further this turn. The turn that they reach shore, the warriors may not declare charges against models on land unless the enemy models are physically preventing the disembarking warriors from touching the shore. If they are charging, they require Initiative tests, the same as Running.

IN THE DRINK!

As with the main skirmish rules, if a model is knocked down or stunned within 1" of the edge of a vessel (or walkway, pontoon, bridge, etc) then the model must pass an Initiative test to avoid falling overboard. If the model falls in the water then the Swimming rules apply. A Cargo crate held by a falling model is lost on a 5+ in rowboats and 4+ in rafts.

CAPACITY & CARGO

A boat may carry crewmen equal to 2+X, where X is the number of Full inches of the boat's length. (ex. a boat that is 5½ inches from heel to stern can carry 7 models.) Large and Mounted models count as 2 people for the purpose of capacity. Of course, if the boat isn't physically big enough to hold that many models, the limits of the boat overrule! If the boat is at overcapacity for any reason, make a **Man Overboard** Test.

When transporting Cargo Crates on a boat, they may not be stacked up, nor may warriors stand on top of them. Every crates carried on a boat decreases the number of maximum passengers by one.

MAN OVERBOARD

Roll D6 for each warrior on the boat, and on a roll of 1, that model is knocked overboard. See the rules for Swimming. If caused by overcapacity, test for **Man Overboard** when the boat first becomes overcapacity, and at the start of the boat's controller's Movement phase.

RAFTS

Rafts follow all the rules for Rowboats above, but with a few exceptions;

~May only move 4" each turn.

~May move backwards or forwards 4"

~Capacity is 4+length of the raft (or the width, whichever is greater).

RAMMING BOATS

You can, if you wish, attempt to Ram an enemy boat that is 11" or smaller with your boat. If you do, use the following stats. The ramming boat deals damage 1D2 Hits, with Strength equal to the number of inches your boat has traveled this turn, and all members aboard the boat have to roll of Man Overboard (see above). Your boat also suffers 1 hit of the same Strength, although you do not have to test for Man Overboard. Norse boats deal +1 Strength to the enemy boat. Once you ram a boat, your boat stops for the turn. Sailboats and Sloops cause 1D3 Hits instead of 1D2.

	M	WS	BS	S	T	W	I	A	Ld
Raft	4	-	-	-	4	3	-	-	-
Rowboat	6	-	-	-	5	3	-	-	-
Sailboat	6	-	-	-	8	4	-	-	-
Sloop	6	-	-	-	8	8	-	-	-

If your boat encounters a Non-Large enemy model in the water, the maximum ramming strength is S4. Move the model 1" to the side (the controller chooses which direction,) and continue the boats movement. Large Models may be rammed at full strength for 1 Hit, but stop the boat then struck.



LARGE BOATS

Any boat over 11" is considered a Large boat. They do not have any limits to capacity for warriors or cargo, so long as the models fit physically on board. For the purpose of Basic Boat rules, Large Boats are treated as scenery, and are deployed with terrain. They remain anchored throughout the scenario. They also have special rules when being boarded.

BOARDING A LARGE ENEMY SHIP

The boarding ship or boat must move alongside the enemy ship (or if it's docked, along the wharf touching the large ship). The difference in height of the gunwales (pronounced 'gunnals', meaning the 'side') of each ship plays an important part in a boarding action. For example, it is very difficult to board a large enemy vessel if you first have to climb up the much higher side of the enemy ship's hull. If the ship being boarded is less than 1" higher than the raiding height, use the rules for attacking "**Boarded Ship Has Same or Lower Gunwales**" (see below). If the Boarded ship's height is 1" or higher than the raiding height, use the rules for "**Higher Gunwales**" apply. When in doubt, if a Climbing roll is required (ladder, scaling the side of the ship), use the "**Boarded Ship Has Higher Gunwales**" (see below). When no Climbing roll is required, (walking up even plank, easy steps), use the "**Lower/Equal Gunwales**" rules.

Boarded Ship Has Same or Lower Gunwales

The boarding crewmen are moved up to base move (usually 4") from their position on their own ship on to the boarded ship. These models count as charging, but may only move their normal movement distance due to the difficulty of moving from one ship to another. They are assumed to leap on to the boarded vessel's lower decks to combat with the enemy crew. Combat proceeds as usual. Any defending model may move 2" to intercept any model boarding, as if intercepting a charge. If so, the boarder counts as charging.

Boarded Ship Has Higher Gunwales

Since the boarding crew must climb up ropes or clamber up nets, it is much more difficult to board the enemy vessel, as the crew must quite literally fight their way aboard! The models must attempt to climb up the side of the ship (may use Rope and Hooks, if they have them). All models that successfully made the climb are placed at the edge of the boarded ship, and cannot move further this turn. If there is a defending model blocking the area that the attacker would occupy, the defender is pushed back far enough to allow the boarder on (the boarder has effectively charged the defender). After all boarding models have been lined

up, the defending player may move any of his models 2" towards the boarding models, if this allows them to come into base contact with a boarder (this is treated as intercepting a charge, allowing the Boarder to attack first). In the round that they climbed up, the boarders require 6's to hit - effectively the higher side of the enemy vessel is a defended barrier. After the first round, the Boarders fight and move as normal.

SWINGING ON BOARD (Optional Rules)

Any model armed with a Rope & Hook or standing on a Large Boat may attempt to swing onto or off of a boat, in a most 'swashbuckler'-like fashion. They must nominate a direction they are swinging, and roll 2D6" to see how far their swing would take them (they always swing in a straight line). If this rolled distance falls short of the opposing boat or shore, the model falls in the gap between your boat and the shore/enemy boat (He falls in water, see the *Swimming Rules*.) If the distance rolled is enough to carry the model to the shore/enemy boat, the model must take an Initiative test. If the model rolls a natural 1, he automatically passes, lands the rolled 2D6" inches, and may continue his move as normal. If he fails the initiative test or rolls natural 6, he automatically fails, and falls in the gap between the boat, landing in the water. If he passes the test (but doesn't roll a natural 1), he successfully swings the 2D6 inches, but cannot make any additional move or charges this turn. A model cannot swing onto a boat/surface that is more than 1" higher than the surface he is currently on, nor onto any surface that is more than 6" lower. A model that swings into an enemy model in his swing path counts as Charging. In the first round of combat, the Swinger cannot use any additional hand weapons, bucklers, or shields (though may double handed weapons as normal.) If the direct line of your swing path includes a Fear Causing model within 12" of your swinger (and your hero is affected by Fear), your warrior must pass the Leadership test before swinging, as he risks swinging into something terrifying. Models that can reroll Diving Charges (heroes with the Acrobat skill, Bossun Henchmen, etc) may reroll failed Swing rolls once.

Extra Optional Rule: Include the Swing rule anywhere on the map that includes ropes: have a hero swing from a clothesline, or from a vine-covered tree! Of course, if he fails, he's not landing on gentle water...

*For Advanced Rules on attacking boats themselves, moving larger boats, move on ramming, wind propulsion, etc, there are two wonderful sources: **Empire in Flames**, pg. 34, available on the Specialist Games website, and "**Warhammer Ahoy**", available at www.spiritofthegame.org.uk. This writer recommends the former for smaller scale boats and competitive players, while the latter is well suited for larger scale boats, ship to ship battles, and more informal playing groups. Sadly, the two contradict each other heavily, so pick one you like!*

PISTOL FAQ

by Pete 'MordainThade' Rejowski

{A post from the Special Games Rules Discussion forum, on reloading of Pistols and Double-Barreled Pistols...}

A model with only a Pistol fires on turns 1, 3, 5, etc... nothing to help him reload his guns, no other guns. The Pistol will only be available for HtH on the turns that he could fire in.

[Note] The HtH references are for the beginning of the model's own turn; if he fired his guns, and is at the end of his pattern (that is, at the 111 stage), he will not have any guns available for HtH unless marked with a *, in which case he will have one barrel from one gun. HtH availability will alter depending on where the model is in his firing pattern.

A model with a Brace fires once every turn. He fires once per turn, and fires gun #2 while reloading #1, switching that up each turn of firing. Optionally, he can fire only once every other turn, keeping alternating between one and two Pistols available for HtH combat during each of his turns.

A model with one Pistol and *Pistolier* fires every turn, as if he had a Brace, because he can reload one barrel and fire the same turn. The Pistol will be available for HtH every one of his turns.

Pistolier with a Brace fires both turn one, then one on turn 2, 3, 4, etc... as the RR states that he can load and fire a single pistol per turn; owning a Brace only matters for a single turn of double-firing. Of course, if the model doesn't fire at all the turn after he fired both, he will be able to fire both again on his turn 3, making it double-shots on turns 3, with the option to start single-firing on turn 4 or waiting to double-fire again on turn 5, etc... If the model did not shoot at all in the previous turn, he will have both Pistols available for HtH; otherwise, he will always have only one available.

Double-Barreled Pistols (herein shortned to DB-Pistol) are much more complex. I will assume that a model cannot fire out of one barrel and load the other barrel from the same gun simultaneously unless he has *Pistolier*, which is moot, seeing as how a *Pistolier* can load and fire the same barrel; this affects the non-*Pistoliers* with DB-Pistols. This has never been touched upon by the powers-that-be, though I see this as a good thing for balance. If not, a single DB-Pistol is effectively as good as a normal Brace of Pistols for shooting, and possibly better in HtH, and that doesn't seem balanced. Assuming that this is the case:

A single DB-Pistol gives a model two shots his first turn of firing. He then has to reload one barrel per turn, and can't reload a gun that he is using to fire; thus, he then gets single shots on turns 3, 5, etc. Optionally, the model can choose not to fire on turn 3 as well, getting double-shots on turn 4, reloading one turn 5, and getting the option to fire turn 6 or wait and double-fire on turn 7. To spell out his options, it goes like this:

- A) 2, 0, 1, 0, 1, etc.
- B) 2, 0, 0, continue as any option or repeat
- C) 1, 1, 0, 1, 0, 1, etc.
- D) 1, 1, 0, 0, continue as option A - C.

Any turn after one 0, the model has a single barrel available for HtH; any turn after two 0's, he has both for

HtH.

*

A Brace of DB Pistols is crazy enough. Again, I'm gonna type out his number of shots over consecutive turns... When he is firing only one shot per turn in consecutive turns, he is firing one barrel of one gun and reloading one barrel on the other; one gun is empty each turn. Also, all options have any number of 1-shot turns before they start the pattern with the 2-shot turn.

- A) 2, 2, 1, 1, 1, etc.
- B) 2, 2, 0, continue as any option or repeat.
- C) 2, 1, 1, 2, 1, 1, 1, etc.
- D) 2, 1, 0, continue as any option or repeat.
- E) 1, 2, 2, 1, 1, etc.

HtH options are pretty crazy, and there is no easy way to type it out (it all depends on what turn HtH starts and which option was used). You'll have to figure that out on a case-by-case basis.

*

Pistolier with a DB-Pistol gives you both barrels the first turn, then one barrel afterwards each turn; you can skip a turn of firing to be able to fire both barrels together. The model will have one barrel for HtH every turn; if he skipped firing in the previous turn, he will have both.

*

Pistolier with a brace of DB-Pistols... this is gonna be hellish. An option with a * means that the model is always keeping one gun loaded with one barrel, and thus can load the other barrel on that gun for 1 gun + 2 barrels for the purposes of HtH or getting a two-shot turn once the 111 pattern starts. Any HtH before the 111 pattern starts, or any other HtH capabilities are too complex for me to type.

Assuming you want to be shooty, use any option between A and G; the ones afterward are assuming that you want your pistols for early HtH. Also, all options can have any number of 1-shot turns before they start the pattern with the multi-shot turn (again, useful for early HtH).

- A) 4, 1, 1, 1, etc.
- B) 4, 0, 3, 1, 1, 1, etc.
- C) 4, 0, 2, 2, 1, 1, 1, etc.
- D) 4, 0, 2, 1, 1, 1, etc. *
- E) 3, 2, 1, 1, 1, etc.
- F) 3, 1, 1, 1, etc. *
- G) 3, 0, continue with any option or repeat
- H) 2, 3, 1, 1, 1, etc.
- I) 2, 2, 2, 1, 1, 1, etc.
- J) 2, 2, 1, 1, 1, etc. *



So, that about sums up what you would be able to do in my group's campaigns. There are still the two possible gray-areas with Pistols, with my answers (like so):

- 1) If a model owns a Brace of Pistols (both of which were emptied) and is using *Pistolier* to load-and-shoot a single Pistol, can he load a barrel on the other pistol? (No)
- 2) If a non-*Pistolier* model owns a DB-Pistol that has one barrel loaded, can he fire that barrel and load the other in the same round? (No)

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Works Cited:

~Araby Smugglers based on Araby Tomb Raiders warband by Khemri Development Team, headed by Tommy Muller, Brian Coggin & Terry Maltman. For complete list of contributors see 'Khemri: The Land of the Dead' document.

~'Araby Merchant' hero based on Hired Sword by Nicodemus Kyme

~Cargo Table based on Cargo from Scenario 'Down at the Docks,' by Mark Havener. The Scenario is also the basis for the Sartosa Scenario "Get the Booty!"

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~Silver Bullets by Boss Umguk\Killer Shrike.

~Slayer Pirate Warband and ability 'Festooned with Pistols' adapted from the 'Slayer Pirate' Hired Sword by Tom 'Myntok' Gabel, the "Dwarf Treasure Hunter Warband" from Mark Havener, and the "Slayer Cult" Warband by Dave Joria.

~"Lothorn Sea Patrol" Warband based on the Shadow Warrior Warband by Mark Havener and the Dark Elf Warband, by the Lustria iCircle gaming group. Magic List from "Elf Mage Hired Sword" by Jake Thornton.

~Swimming and Basic Boat Rules based on "Warhammer Ahoy" 2nd Ed. By Spirit of the Game. Additional 'Advanced Boat Rules' based on the 'Empire in Flames' Expansion, by Steve Hambrook, Nick Kyme, Mark Havener & Anthony Reynolds. For additional credits, see the Empire in Flames expansion set.

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