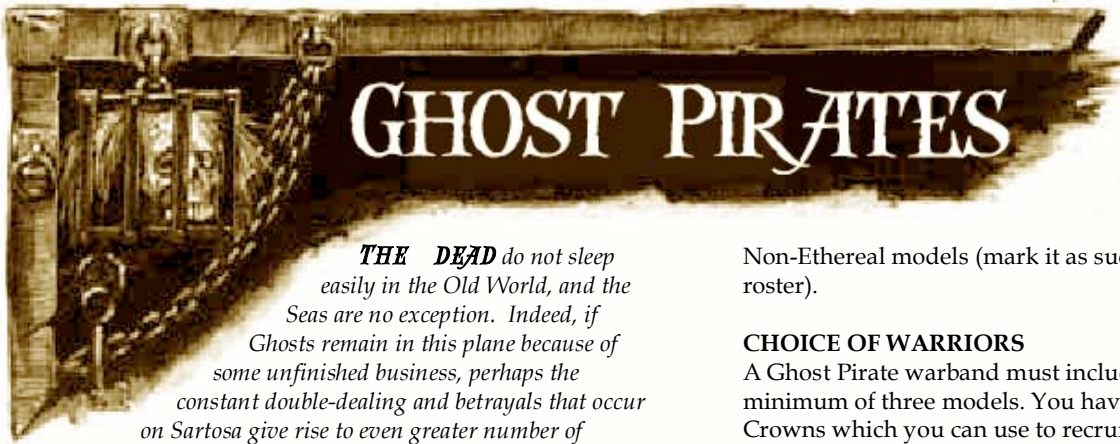




GHOST PIRATES

***THE DEAD** do not sleep easily in the Old World, and the Seas are no exception. Indeed, if Ghosts remain in this plane because of some unfinished business, perhaps the constant double-dealing and betrayals that occur on Sartosa give rise to even greater number of lingering spirits.*

Also, many cursed pirates were brought their period of unlife through their avarice. They scooped up cursed gold from Lustria, haunted relics from Khemri, wyrdstone from Skaven ships. Slowly, what appeared to be a normal cargo has slowly twisted and perverted them, till nothing is left of them but their shadows and their thirst for treasure. These crews sail the black waters, raiding and looting almost mechanically, mindlessly carrying out the same actions they did in life. Some ghost pirate ships have the cargo hold of their boat cracked in the middle, burst from decades of sleepless plundering.

If the ghostly captain still retains his wits, though, he will often see the advantage in keeping human crewmen aboard. They may tread on holy land, and are faster than the lumbering zombies and skeletons that he normally employs. The captain will, by force or trickery, convince living souls to enlist. The contract is made in blood, and binds the human in body and soul. If he works for 50 years, his contract is fulfilled and he will receive ancient riches beyond imagining. Should he fail, his reward is damnation and an eternity as a walking corpse.

SPECIAL RULES

Swabbies: Ghost Pirates may capture models, using the Swabbies rules. Willing members join the Crew, unwilling members become Bloated Zombies (see below).

Ethereal: Ghost Pirates and Screaming Ghosts have the ability 'Ethereal', which gives a 4+ unmodifiable save against all attacks. It may not be used with Dodge or Step Aside, and has no affect against magical attacks (Spells, Prayers, Artifacts, Gromril, Ithilmar, & Silver Bullets.) Also, the model may take a leadership test in the movement phase: If successful, they may through any terrain piece and/or on top of water. If the model starts his next turn in the middle of a terrain piece or on top of water, they must take another Leadership test in the movement phase: if the test fails, the model is instantly taken out of action. However, after warband formation, all items cost double to purchase for Ethereal models. If the crew finds any items, roll a D6: on 5+ they can be used by both Ethereal and Non-Ethereal models. On 1-4, it can only be used by

Non-Ethereal models (mark it as such on your roster).

CHOICE OF WARRIORS

A Ghost Pirate warband must include a minimum of three models. You have 500 Gold Crowns which you can use to recruit and equip your Warband. The maximum number of warriors in the Warband is 15.

Ghost Captain: Each Ghost Pirate warband must be lead by a Captain no more, no less!

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

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

Sea Singer: You may include a single Sea Singer in your warband, which replaces a Screaming Ghost or a Skeleton Mate.

Crew: Your warband may include any number of Crew.

Gibbets: Your warband may include up to 5 Gibbets.

Bloated: Your warband may include up to 5 Bloated. Note that you may never have more Swabbies than you have Crew though!

Starting Experience

The **Ghost Captain** starts with 20 experience.

Screaming Ghosts, Skeleton Mates, and Sea Singers start with 8 experience each.

All **Henchmen** start with 0 experience.



GHOST PIRATES SKILLS

	Combat	Shooting	Academic	Strength	Speed	Pirate
Ghost Captain	✓	✓	✓	✓	✓	✓
Screaming Ghosts	✓			✓	✓	✓
Skeleton Mates	✓	✓		✓		✓
Sea Singer			✓		✓	

GHOST EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2gc	
Hammer/Mace	.3 gc	
Axe	.5 gc	
Boat Hook	.8 gc	
Cat O' Nine Tails	.8 gc	(Heroes only)
Cutlass (Sword)	.10 gc	
Double-handed weapon	.15 gc	

Missile Weapons

Belaying Pin	.3 gc	
Cursed Pistol	.5 gc (10 Brace)	(Ghosts Only)
Pistol	.15 gc (30 Brace)	
Crossbow	.25 gc	
Dueling Pistol	.30 gc (60 Brace)	

Armour

Buckler	.5 gc
Shield	.5 gc
Toughened leathers	.5 gc
Helmet	.10 gc
Light armour	.20 gc

SKELETON EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2gc
Hammer/Mace	.3 gc
Axe	.5 gc

Cutlass (Sword)	.10 gc
Double-handed weapon	.15 gc

Missile Weapons

Cursed Pistol	.5 gc (10 Brace)
Pistol	.15 gc (30 Brace)
Blunderbuss	.30 gc
Dueling Pistol	.30 gc (60 Brace)
Handgun	.35 gc

Armour

Toughened leathers	.5 gc
Helmet	.10 gc
Light armour	.20 gc

BLOATED EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	.2gc
Hammer/Mace	.3 gc
Axe	.5 gc
Boat Hook	.8 gc
Cutlass (Sword)	.10 gc
Double-handed weapon	.15 gc

Missile Weapons

Cursed Pistol	.5 gc (10 brace)
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SPECIAL EQUIPMENT

CURSED PISTOL (Ghost Pirate Warband Only)

5gc (10gc for a Brace) – Common

A pistol that has been dragged into the depths of the ocean, clasped tight in the death grip of its former master. It's not very reliable, but never seems to run out of shot or powder. And the black metal always is chilly to the touch, even on the hottest of days.

Range: 6" **Strength:** 4 **Special Rules:** Prepare Shot, Save Modifier, Hand-to-hand, Cursed Aim, Inhuman

SPECIAL RULES

Prepare shot: A cursed pistol takes a whole turn to reload, so you may only fire every other turn. If you have a brace of pistols (ie, two) you may fire every turn.

Save modifier: Cursed Pistols are even better at penetrating armour than their Strength value of 4 suggests. A model wounded by a pistol must take its armour save with a -2 modifier.

Hand-to-hand: Pistols can be used in hand-to-hand combat as well as for shooting. A model armed with a pistol and another close combat weapon gains +1 Attack, which is resolved at Strength 4 with a -2 save modifier. This bonus attack can be used only once per

combat. If you are firing a brace of pistols, your model can fight with 2 Attacks in the first turn of close combat. These attacks require natural 6s to hit (see below), but may be parried by a warrior with Cutlass Master or Master of Blades. Successful hits are resolved at Strength 4 and with a -2 save modifier, regardless of the firer's Strength.

Cursed Aim: The gun will only hit targets on a natural roll of 6 to hit, but receives no positive or negative modifiers from any source, including cover, range, moving or ballistic skill. It will never misfire, and water and rain has no penalty on the gunpowder. They may only fire at non-Hiding models that they can see.

Inhuman: The gun may still have a metal shape, but the inner workings of the gun are supernatural in nature. It may not use Fine Powder, Superior Gunpowder, Silver Bullets, or any other type of enhancer. Also, no living model may ever fire it. However, Ghosts may purchase Cursed Guns after warband creation at normal price, as they are easily used by Ethereal models.

1 GHOST CAPTAIN

90 gold crowns to hire.

Some pirates are so wicked that their murdering, hungering souls live on. They more they kill, the stronger they become, prolonging their angonized existence further still.

M	WS	BS	S	T	W	I	A	Ld
4	4	3	4	3	1	4	1	8

Weapons & Equipment: He may purchase weapons and armour from the Ghost Equipment list. As a reminder, you must pay double for all equipment purchased after warband startup.

SPECIAL RULES

Skills: Leader

Ethereal (see above)

Undead: A Ghost Captain is Immune to Poison, Immune to Psychology, and causes Fear.

0-2 SCREAMING GHOSTS

40 gold crowns to hire.

Named so because of their eternal screams of torture, screaming souls are young warriors that in life were wicked beyond their years. They live a tortured life until Morr has accepted them in the realm of the death.

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	1	3	1	7

Weapons & Equipment: He may purchase weapons and armour from the Ghost Equipment list. As a reminder, you must pay double for all equipment purchased after warband startup.

Ethereal (see above)

Undead: Screaming Ghosts are Immune to Poison, Immune to Psychology, and cause Fear.

0-2 SKELETON MATES

40 gold crowns to hire.

A skeleton raised with the finest magics, retaining his wits and his skill even as his flesh has eroded away.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons & Equipment: He may purchase weapons and armour from the Skeleton Equipment list.

Undead: Skeleton Mates are Immune to Poison, Immune to Psychology, and cause Fear.

No Pain: Skeleton Mates treat a 'stunned' result on the injury chart as 'knocked down'.

May Not Run: Skeleton Mates are slow moving creatures, and may not run, though they may charge as normal.

0-1* SEA SINGER

**(Replaces Skeleton or Ghost Mate)*

40 gold crowns to hire.

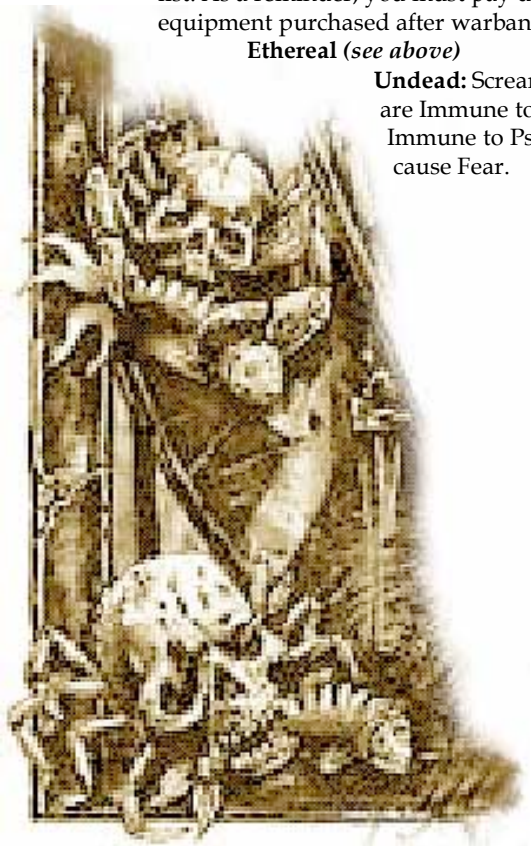
For every crew that's lost, there's always a young maiden widowed, spending every hours waiting by the sea side, watching for a love that will never return. Calling out their love's name a million times, and begging to the sea to return their soul mates, some widows tap into something dark and ancient. Dark spirits slip into the cracks of their broken minds, and the barriers between life and death break down, letting the Sea Singers raise the dead with the melodies they weave.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	2	3	1	3	1	7

Weapons & Equipment: A Sea Singer may purchase weapons from the Bloated Equipment list.

Spells: A Sea Singer starts with one spell from the Songs of Sorrow spell list (see below).

Beauty of the Sea: In order for a male, non-animal enemy to charge a Sea Singer, he must pass a Leadership test, if failed, or else dazzled at her beauty and remains in place. If charged by a Sea Singer, the model may not attack back in combat until he passes a Leadership Test in the beginning of the Combat Phase. Once a test is passed, the model doesn't need to test for the rest of the combat. The Sea Singer causes Fear in female models. The Singer's 'Beauty' counts as a form of Psychology.





THE CURSED

25 gold crowns

The 'Cursed' are unfortunate humans who have pledged 50 years under the pirate captain. Some signed the contract without reading it, (not many can.) Others were marooned and were 'rescued', only to learn what hell truly is. Scariest of all those who joined willingly: for whatever curses and ghosts haunted them in the normal world were greater still.

M WS BS S T W I A Ld

4 3 3 3 3 1 3 1 7

Weapons & Equipment: He may purchase weapons and armour from the Ghost Equipment list.

[Note: Cursed do not count as Undead. They are {currently} living creatures.]

0-5 THE GIBBETS

40 gold crowns

When the most infamous of pirates are tried and hung, their bodies are engaged in iron cages called Gibbets or Crow's cages. These rotting bodies are forsaken holy ground and are shown in the ports of cities as a warning to other pirates. These unholy men are resurrected and given another chance to sin and kill, still wearing the iron cage around them, bended the bars with each powerful step.

M WS BS S T W I A Ld

4 4 3 3 3 1 2 1 5

Weapons & Equipment: He may purchase weapons from the Bloated Equipment list.

Undead: Gibbets count as skeletons, and are Immune to Poison, Immune to Psychology, and cause Fear.

No Pain: Gibbets treat a 'stunned' result on the injury chart as 'knocked down'.

No Brain: Gibbets do not gain experience.

May Not Run: Gibbets are slow moving creatures, and may not run, though they may charge as normal.

Iron Cage: The gibbet cage fastened around the skeleton forms a makeshift protection. Gibbets receive a 5+ armour save, as if they wear Heavy Armor. This may not be lost, stolen, or given to other models.

Sink: In their heavy cages, Gibbets sink to the bottom of any water they move through. The river or ocean bed counts as difficult terrain (1/2 speed), but while sunk, they are at -2 to hit and -2 to be hit in combat or by missiles. When boarding ships, it is assumed they find a way to the surface (ex. climbing the anchor) and board the craft using the normal rules. They are immune to any water or drowning

based damage.

0-5 THE BLOATED

Special Recruitment

A common sight in sea ports and out in the blue is the bobbing of dead bodies on the waves. Whether killed by weapons or by drowning, the decaying bodies fill up with gas and are bloated from the water as well. Graveyards are scarce in Sartosa, so Necromancers and Bokors make do: they have learned to resurrect the water-logued bodies of the dead, and dredge them on board for their own bidding.

M WS BS S T W I A Ld

4 2 3 3 3 1 1 1 5

Weapons & Equipment: Bloated do not REQUIRE equipment, and may make a single unarmed attack with no penalties for making. Alternatively, you choose to arm it with weapons from the Bloated equipment list. If you do, the Bloated requires two weapons to receive an additional hand attack.

Undead: As Zombies, the Bloated are Immune to Poison, Immune to Psychology, and cause Fear.

No Pain: Gibbets treat a 'stunned' result on the injury chart as 'knocked down'.

May Not Run: Bloated are slow moving creatures, and may not run, though they may charge as normal.

No Brain: Bloated do not gain experience.

Squishy: While the Bloated are far beyond feeling pain, they are slightly easier to break than normal Zombies. They do NOT treat rolls of 'stunned' as knocked down.

Dead Man's Float: If is a slightly sick fact that the bloated can, in fact, float on the water, and thus can use this to their advantage. While in the water, the Bloated may move up to 4" as their movement, without penalty (*They may do this as a charge, but the max move is still 4"*).

Weak Magic: If the Ghost Pirate Warband itself Routs, any Bloated who have already left the table in previous turns are presumed to have fallen apart, and are never seen (or smelt!). Remove them from your warband roster as if they had been killed.

'Plenty more with the next tide!' The rest of the crew barely notice if any Bloated go Out of Action - they know they'll find them plenty more in a few days time! Any Bloated who have been taken out of action do not count towards the need to take a Rout test for the warband.

SONGS OF SORROW

A simple form of Necromancy, fueled not by scrolls and ancient prayers, but by a Sea Singer's fevered mind and pure willpower.

D6

1 Siren's Call

Difficulty 10

The maiden sings the hymn of the sea, luring unwary warriors to follow her every whim.

The spell has a range of 6" and must be cast on the closest enemy model. Roll a D6 and add the Sea Singer's Leadership to the score. Then roll a D6 and add the target's Leadership to the score, with a -1 Modifier to the model's Leadership. If the Singer beats his opponent's score, she gains control of the model until the model passes a Leadership test in his own recovery phase, also with a -1 modifier. The model may not commit suicide, but can attack models on his own side, and will not fight warriors from the Chaos Mage's warband. If he was engaged in hand-to-hand combat with any warriors from your warband, they will immediately move 1" apart.

2 March of Sorrow

Difficulty 7

Like the ebb and flow of the sea, a surge of power rushes over the graveborn.

The Sea Singer and all friendly Zombies and Skeletons with 6" of her may immediately move up to 1D3+1 inches in any direction. If this brings them in contact with an opposing model, it counts as a charge.

3 Wraith's Dirge

Difficulty 9

The Sea Singer Chants a dark song and points her pale fingers at one of her adversaries, who feels the very air sucked from their lungs. Must target the closest opponent within 6". That model must immediately roll on the injury chart. If this spell is successful, the Sea Singer may not attack in the close combat phase. Roll for injury even the model has more than 1 wound. A successful roll of 'Out of Action' causes 1 wound.

4 Lover's Lament

Difficulty 6(8)

The Sea Singers sings her favorite hymn, the one that reminds her of her love, and reanimating the fallen with a shadow of hope.

This spell brings back into play any Bloated taken out of action last turn. It may also be used to resurrect a Gibbet, but the difficulty is 2 higher (8 instead of 6). If successful, place the resurrected model within 6" of the Sea Singer. It may not be placed into hand-to-hand combat with an enemy model.

5 Song of Discord

Difficulty 9

The Sea Singer's voice raises to notes piercing and eerie, until the nerves of her enemies are weak and frayed.

Any opposing warriors within 6" of the Sea Singer must reroll all successful Leadership Tests, unless they are immune to psychology. At the beginning of each Recovery Phase, the Sea Singer must make a Leadership in order to keep the spell in effect. If the Singer is stunned, out of action, or uses another spell, the spell ends.

6 Hymn of Rebirth

Difficulty 5

In the hopes of bringing back her own true love, the Sea Singer has mastered the song of rebirth, to call the dead alive, albeit without mind or soul.

This spell may be cast once each time an enemy Hero Dies (i.e. a roll of 11-15 on the serious injury table). If successfully cast, the hero is raised as a Skeleton (See the rules for Skeleton Mates), and forms a brand new Henchmen group. He retains all weapons and armor, but may not use any other items. He loses any ability to use spells and cannot gain experience, but he retains his characteristics and any non-spell skills he had. If the spell is unsuccessful, the hero becomes a Bloated instead, and has the same rules and stats as any normal Bloated model (you may still keep his equipment)