

PIRATE SKILLS

The following is special list of skills that is exclusive to warbands in a Sartosa setting. Some are old, some new, some borrowed, some... you get the point. Nearly every new warband introduced in the following pages has extensive access to the following skills, but several heroes from existing warbands also have access to these skills. See the complete list on the next page.



All heroes with access to Pirate Skills may only know ONE Pirate Skill at a time (this does not count any skills they could otherwise already learn, like 'Scale Sheer Surfaces' from the Speed List). Assuming at least one hero in your warband may take Pirate Skills, it does not take up a Skill Category for promoted henchmen to learned in addition to the two chosen Skill Lists. {Note: While some of the Skills are taken from the Pirate Warband List by Tim, the two lists are considered different entities completely}

Pistol Expertise – May use any Pistol he finds or purchases. Non-Skaven models may not BUY Warplock Pistols, but may use them if stolen. Also, when in HtH, if opposing models has been knocked down or stunned, the Hero gets to reload his pistols. Also, unlike other Pirate skills, 'Pistol Expertise' **does not count towards the limit of Pirate Skills** you may have (meaning you may learn a pirate skill in addition to it.)

Pistolier – Same as Shooting Skill.

Scale Sheer Surfaces – Same as Speed Skill.

Riposte – If the hero successfully parries an attack, he may an immediate extra attack that is made before the attacker's other attacks are resolved.

Sea Legs - Even in the strongest seas, the pirate has learned to keep his footing and equilibrium. If he Falls during a battle, he may ignore the effects of the D3 hits on a roll of 4+ (make a single roll to see if the any of the hits take effect or not). In addition, if he is knocked down or stunned within 1" of a precipice he may re-roll his Initiative test to see if he falls down or not.

Swashbuckler- The pirate cuts a dashing figure in combat, mixing dazzling swordplay and acrobatic feats with charm and witty comments. Even the basest villains respect (and curse) his ability to always seem to effortlessly slip from their grasp. The pirate may make a Leadership Test at the end of any Hand-to-Hand phase (pirate's or enemy's turn) if he is still in base contact with any enemy models. If he passes he may make a normal movement away from the enemy (he may not run or charge), without the enemy striking any blows on him. If he fails the test he remains in combat and must fight as normal in the following turn.

Impenetrable Defense- When armed with two

swords or other parrying weapons, the warrior gains a parry and a reroll, just as if he were armed with a sword and a buckler.

Prince of Cats: When armed with a Cat of Nine Tails or a Whip, the hero may make all his base attacks before the charger, not just the whipcrack attack. This does not include any attacks from additional hand weapons, unless he has another whip or cat in his second hand.

Powder Refiner: If the hero doesn't search for rare items or Dramatic Personae, he makes 1D3-1 batches of Superior Gunpowder (which means you may get none.) Must be used next battle and cannot be resold.

Quick as a Monkey: Swashbucklers are used to climbing in and out of windows, as well as running along rooftops. To reflect this, the hero may run or charge while climbing. (From the Swashbuckler HS by Daniel Logee - Renamed)

Snapshot: A model armed with a pistol that has shot prepared may shoot it in the first round of a hand-to-hand combat and this shot is always resolved first, before any blows are struck. This shot has an extra -2 to hit penalty. Use model's Ballistic Skill to see whether it hits or not. This bonus attack is in addition to any close combat weapon attacks. The firer may only make one Snapshot each combat, and the user does not gain an additional attack from a second weapon in his first round.

Dirty Fighter: Whenever determining order of attacks for combat, the hero gains +2 Initiative.

Swing: The hero may declare diving charges against models within 2D6" inches of a building, rather than just 2". Roll for swing distance after the charge is declared. This skill may only be used if the model owns a Rope & Hook.

Smell of Treasure: Whenever buying a Treasure Map or a Mordheim Map, after a hero has successfully found one on the Rarity roll, you may roll to see which result the map is before deciding to buy it. If you do not wish to buy it, you do not have to pay any money, but the Hero's rarity roll is wasted this Post Game. This skill may be used on a map found by any Hero in your warband, so long as the hero with this skill was not taken out of action last game.

Helmsmen: Any boat or raft the hero travels in may move up to an extra 3" each turn.

Festooned with Pistols: Your warrior may be armed with any number of pistol braces. The hero may only carry one non-pistol missile weapon at a time, and the hero may still only reload one barrel each turn. (With the skill Pistolier, he may instead fire and reload a barrel in one turn.)

Looting the Dead: (From *Nemesis Crown*) Normally when a warrior is killed or his wounds cause him to leave the warband and he is taken off the warband's roster, all of his equipment is lost. However, some unscrupulous individuals will stoop to robbing a dead or incapacitated warrior, thereby gaining his equipment for themselves. When rolling for warriors who were taken Out of Action at the end of a battle, you may roll a D6 for any warriors who are to be removed from their warband's roster and NOT taken as Swabbies or Crew. On a roll of 4+ the looter has taken all of the warrior's equipment and it is the yours to keep. Failure indicates that the Looter either didn't notice the warrior going down, or he didn't get the opportunity to rob the



body. Obviously any warrior can only be looted once, but multiple Looters allow you player multiple chances that your warband members got the equipment off of each downed warrior. Note also that warriors to be looted can be from any warband participating in the game, including your own warband: Pirates are certainly not above looting their own dead!

Novice Press-ganger: This skill may only be taken by the Warband's leader; Your warband may now capture Swabbies/Crew, as if it were a Pirates warband. Crew mates may only be recruited into a henchmen group that is 25gc or lower starting cost. If your warband contains none, they must be recruited into the lowest non-animal henchmen group available, and the player must pay the difference in price for the henchmen's cost (i.e. if you hires a 30gc henchmen, he must pay 5gc.) Swabbies may be recruited into any non-animal henchmen group worth 15gc or less, or fail that, have the same stats as human henchies. If an appropriate swabbie type for your warrior exists (ex. Undead warband recruiting Bloated), they may recruit them instead.

Master Press-ganger: Leader only. Whenever a henchmen is taken out of action by your warband and dies (rolls 1 or 2), you may attempt to recruit the model as a Swabbie/Crew on a roll of 2+ instead of 4+. Also, whenever an enemy model your warband has taken out of action Dies (rolls 11-15 on Serious Injury), on a D6 roll of 4+ you have instead 'Captured' the model, and may either ransom them or force the to have them join your crew.

SKILLS ADDITION

The skill 'Knife Thrower' may now be used with 'Belaying Pins'. It may not be used with Throwing Axes.

NEW SHOOTING SKILL

Axe Thrower (New Shooting Skill) (from *Jeffrey J. Visgaitis*)

The warrior is a master of the throwing axe. He can throw a maximum of two axes in his shooting phase and may divide his shots between any targets within range as he wishes. Also, these attacks have an additional +1 Strength. Note that this skill cannot be combined with the Quick Shot skill.

NON-SRTOSANS AND PIRATE SKILLS

The following Heroes may learn a Pirate Skill, so long as the campaign is set in Sartosa. Also, new heroes from 'That's Lad Got Talent' may learn a single skill, assuming at least one member of their warband is able to learn Pirate Skills. In addition, a few heroes may access 'piratey' equipment

Reikland Mercenaries - Captain, Champion
Middenheim Mercenaries - Captain
Marienburg Mercenaries - Captain, Champion, Youngbloods
Cult of the Possessed - Mutants
Witch Hunters - Captain
The Sisters of Sigmar - None
The Undead - Vampire
Skaven - - Assassin Adept, Black Skaven
Orcs & Goblins - Boss. Big 'Un
Dwarf Treasure Hunters - Noble, Engineer. Dwarven Pistol is added to the Starting Equipment List.
Ostlander Mercenaries - Elder
Averlander Mercenaries - Captain
Kislevites - Druzhina Captain
Shadow Warriors - Shadow Master
Beastmen - None
Carnival of Chaos - Carnival Master, Tainted Ones

Lizardmen (old)- None
Dark Elves (old) - High Born, Fellblades, Beast Master
Norse (old) - Jarl & Bondsmen. Cannot access Pistols.
Tilean/Miragleans - Captains, Champions
Tilean/Remasens - Captains, Champions, Youngbloods
Tilean/Trantios - Captains, Champions, Youngbloods
Amazons - None

Tomb Guardians - None
Arabian Tomb Raiders - Sheikh

Dwarf Rangers - Runesmith Dwarven Pistol is added to the Starting Equipment List.
Forest Goblins - None
Hochland Bandits - Bandit Prince, Duelist
Gunnery School of Nuln - Senior Gunnery Officer
Black Orcs - Boss
The Horned Hunters - None
Imperial Outriders - None

Arabyan Tribe - If your starting warband contains a Cartographer, the Emir and the Askars can learn Pirate Skills (and any TLGT henchmen)
Clan Skyre - Warlock, Overseer. Overseer has access to 'Cat of Nine Tails.'
Slavers - Slave Merchant, Overseer
Fallen - Revenant

Brettonian Warbands - None
Shadow Warriors - None
Pit Fighters (styles version) - Pit King & Pit Veterans. May not use pistols, but has 'Norlander Net' added to equipment list from creation onward.
Stirland Mercenaries - Captain
Ostermark Mercenaries - Elder
Skaven - Clan Pestilens - None
The Outlaws of Stirwood Forest - Bandit Leader, Champions. May not use Gunpowder weapons.
Necrarchs (LOTD1) - None
Marauders of Chaos/Norse (LotD2) - Chieftain, Champions. May not use Pistols.
Marauders of Chaos/Kurgan&Hung(LOTD2) - None
Protectorate of Sigmar (LOTD3) - None
Sorcrous Society (LOTD4)- Companions
Vampire Hunters (LOTD5)- Vampire Hunter

M.Choakumchild's Shadow Warriors - None
M.Choakumchild's Dark Elves - Noble, Assassin, Beastmaster
Jeff Visgaitis' High Elves - None
Jeff Visgaitis' Dark Elves - High Born, Fell Blades, Beastmaster
Jeff Visgaitis' Norse - Jarl
Joshua Fisher's Ogre Warband - Any model with the skill 'Maneater' may learn Pirate Skills too.
Dave Joria's Slayer Cult - Giant Slayer. May not use pistols.
Snotling Warband (Luke Roberts/Dave Joria)- Bullied Goblins & Snotling Bullies. Only Bullied Goblin and TLGT Shoota Teams may use any types of Pistol

RECOMMENDED WARBANDS

TILEANS & MARIENBURGERS: Both of these groups are from seaworthy city states, and have much reason to get involved in Sartosan matters of business. Heck, Sartosa is right off of the Tilean Coast. Also (except for Miragleans), every hero may learn Pirate Skills, giving you a taste of the Pirately flavor, with the security of a familiar warband.

DARK ELVES (Lustria): This warband is so perfect for Sartosa, that they've even been granted the ability to capture Swabbies. A perfect foil for any Lothorn Sea Patrol that happens to make landing, too.

NORSE (Lustria): A bit swarthy, but they should fit in well. What they lack in firepower, they gain in strength

and boatmanship. Plus, they get +1 Strength when ramming boats. Be sure to use the errata-ed version!

NULN GUNNERY SCHOOL (Nemesis Crown): Sartosa is all about guns and pistols, so this warband would fit in quite well. Although, I personally think they can be a bit overpowered, so make sure your gaming group approves.

SKAVEN (ESHIN): With the stealthy/Eastern feel to them, what could be better than a little Ninja vs. Pirate? Plus, Skavenblight is right around the corner from Sartosa, making it a perfect chance for them to show up, and test out the Jezzail Cannon (see Hired Swords).

HIRED SWORDS



JEZZAIL GUNNER

(uses small man sized base)
40gc hire fee, 20gc upkeep.

As the fighting and confusion in Sartosa escalates, the nearby Skaven engineers in Skavenblight see it as a marvelous opportunity to field test their new inventions without being noticed. The result is the Jezzail Cannon, a powerful warpstone powered weapon that can fire multiple types of shots. The unfortunate Skaven lackeys who find themselves physically bonded to the cannons and unsure as to whether the weapon blows up so easily to avoid it being captured, or whether it's a fault in the design...

May be Hired: Skaven, Undead, Chaos and Dark Elf.

Rating: The Jezzail Gunner increases your rating by +20, +1 for each experience.

M	WS	BS	S	T	W	I	A	Ld
5(4)	3	3(4)	3	3	1	4(3)	1	5

Equipment: Warplock Jezzail, scope, two daggers.

Skills: Shooting, speed.

Scope: Most shots allow use of the scope, in which case the warplock jezzail fires at +1BS.

Homebound: Jezzail Gunners are only found in the Sartosa Campaign setting.

Jezzail Cannon: The Jezzail Cannon always uses the rules 'Move or Fire' and "Prepare Shot."

Also, Jezzail Cannons may never be fired twice per turn, or fired if the user moved, no matter what Skills the user may have. In addition, the Cannon is cumbersome, reducing the Movement and Initiative of the carrier by 1 point each.

Highly Unstable: The Jezzail Cannon uses the Jezzail Misfire chart below for any natural rolls of 1 to hit.

Shot: The Gunner uses Three Different types of Shots, listed below. He carries two rounds of each type in any given game. The shots are as follows:

Sniper Round: Range: 42" Strength: 4 Special Rules: The sniper round adds +1 to injury rolls. In addition, all shots are at an additional -1 save. The sniper round may be used with the scope.

Man Stopper: Range: 18" Strength: 3 Special Rules If a Man stopper Hits the target, roll a D6: on 4+, the target is automatically stunned. A Man Stopper may be used with a scope.

Poison Gas Spray: Range: 24" Strength: N/A
Special rules

Anyone hit by the gas must make a toughness test with a -1 penalty; anyone else within 2" is also hit on a 4+, and must make a toughness test as well (no penalty). If the test is failed the victim loses one wound (with no save).

JEZZAIL MISFIRE CHART:

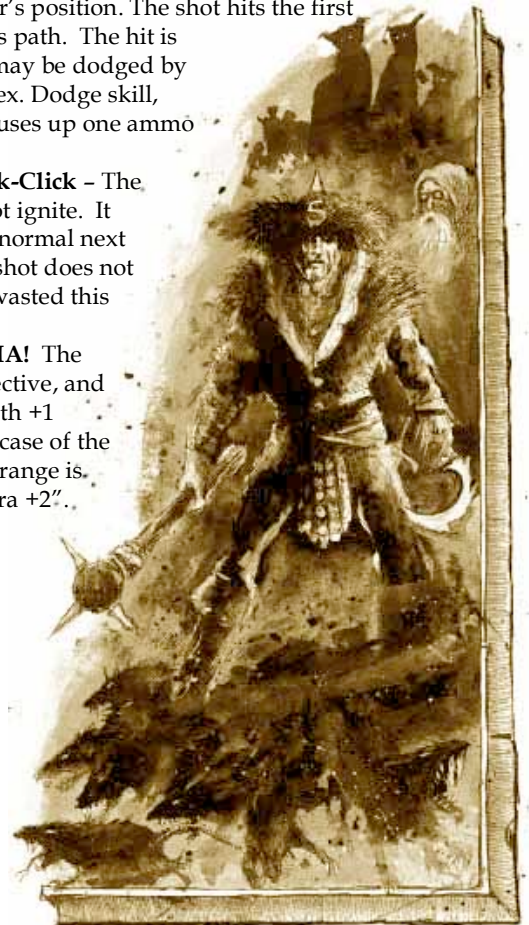
1 - Getitoffme! The Jezzail is about to blow, and is fused to the Gunner. In a panic, each Movement phase, the Gunner runs 2D6" in a random direction each turn. This will not bring him into base contact, and will always be 1" away. If charged, he automatically escapes from combat your next movement phase. At the end of each of your movement phases, roll 1D6: on a 5+, the Jezzail explodes, instantly killing the Gunner and dealing a 1S4 hit to all models within 3".

2 - Own Medicine: The Skaven gunner is hit by a blast of whatever weapon he was firing. The gun cannot be used for the rest of the game.

3 - Oops... The gunner loses balance and spins around before firing. Roll a random direction from the Gunner's position. The shot hits the first solid object in its path. The hit is automatic, but may be dodged by normal means (ex. Dodge skill, Ethereal.) This uses up one ammo round.

4-5 - Click-Click-Click - The weapon does not ignite. It may be fired as normal next round, and the shot does not count as being wasted this turn.

6 MWAH HA HA! The shot is extra effective, and hits its target with +1 Strength. In the case of the Poison Gas, the range is extended an extra +2" .



LEVIATHAN HUNTER

30gc to hire 15gc upkeep

On the open sea, there are worse things to fear than the black-sailed corsair ships or the changing weather. The waters are deep, deeper than most souls can imagine, and what lies down there is older than the Chaos Gods and the Old Ones themselves. These creatures surface from time to time, and by accident or malice, have sunk a thousand ships with their massive sizes and massive appetites. Some sailors fear these beasts... whilst others, like the Leviathan Hunters, actively seek them out! With the bravery of a slayer and the keen aim of an elf bowmen, these hunters sail the seas in search of monsters to slay, using their harpoons to hook and slay the sea monsters. Many hunter ships sail out of Sartosa each spring season, and very few come back, heavy with the skin, blubber, and bones of great monsters... so if you ever meet an experienced Leviathan Hunter, you know he's either very lucky or veeeery good at what he does. Either way, he's a good ally to have!

May hired by: Any warband except for Undead and Skaven.

Rating: A Leviathan Hunter increases the rating by +22 points, plus 1 point for each experience he has.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	4	3	1	4	2	8

Equipment: Armed with a spear and a sword, and wears toughened leathers. Also has a Harpoon (same as javelin), Norlander net, and a rope and hook.

Skills: May learn Combat, Shooting, and Strength.

Special Rules:

Skinner: The Hunter is used to sticking his prey with one hand and scalping them with the other. He may wield a spear and a sword at the same time.

Get over 'ere!: Before throwing his harpoon, the player may decide to try and pull the target closer to himself. If the thrown spear hits, the target rolls a D6 and adds the target's strength. The Leviathan Hunter then rolls a d6 and adds his strength. If one result is higher, the loser is moved that many inches towards the winner (ex. If a youngblood rolled 3 less than the Hunter, the Youngblood is moved 3" in a straight line towards him.) If the results are tied, the two stay rooted to the spot. If the person being pulled is brought into base contact with the winner, it counts as the winner charging the loser (even if the winner didn't actually move!) Any models pulled like this can leave combat, but any models they are in combat do not get to attack the target as they leave combat. A Hunter may not throw his harpoon when he is currently engaged in combat. Large and Mounted models add +1 to their dice rolls.

(Ex1. The Leviathan Hunter hits an Ostlander Elder 3" away. Both roll a D6 and add their strength. The Elder has S3 and rolls a 2, for a total of 5. The Hunter has a Strength of 4 and rolls a 5, for a total of 9. The Hunter is the winner, with difference of 4 higher. The Elder is brought 4" towards the winner... in this case, he's only 3" away, so he stops at base contact. In the combat phase, the Hunter attacks first, as if he had successfully charged the Elder. If the Elder had rolled higher than the Hunter, the hunter would have been



moved towards the Elder, and if moved into base contact, the Elder would have struck first in combat.)

Also, if the target is pulled off a ledge, the dragged model instead drops rather than being pulled the entire distance. The model may attempt to jump down if the height is 6" or less.

{Ex2. A Hunter throws his Javelin at a Middenheim Champion, who is standing on the edge of another building. The Champion has a S4 and rolls a 6. The Hunter has S4 and rolls a 2. The Hunter moves 4" towards the Champion, but after 2", the Hunter drops in the gap between the two buildings. He fails his initiative test, and the Hunter drops like a stone!}

SPECIAL SKILL

Reel In: The Leviathan Hunter adds +2 to all "Get over 'ere" rolls. If he has the skill 'Mighty Blow', he may add +3 instead.

Lady Luck: The Leviathan Hunter has studied his folklore, and knows the rustic prayers to Manaan and the rules of the fickle fortune on the sea. After any game that your Hunter was not taken out of action, you may choose a hero, and one of the following three items:

Rabbit's Foot: 2+
Lucky Charm: 2+
Whalebone Charm: 3+

If you successfully roll the D6 roll indicated after the one item of your choice, that hero gains that item (which cannot be resold.) If the roll was unsuccessful, that hero will roll two dice for his first dice roll next game, and pick the worst of the two. You may also choose to have the Leviathan Hunter make luck items for himself, if you want, but he will take them with him if he ever leaves the warband.

SWIVEL GUNNER

40 to hire, 20 upkeep

Hefty pirates who carry the powerful Swivel into every engagement. There are only a few individuals who possess the strength, skill, and bravery required to use such a weapon. The rest quickly... well, let's just say that you don't see too many 'unsuccessful' Swivel Gunners around Sartosa.

Rating: +20, +1 for each experience.

Hire: May be hired by any warband except Skaven, Undead, Chaos and Dark Elf.

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

Equipment: Sword & Axe. Toughened Leather. Swivel Gun

Skills: Combat, Shooting, Pirate

Special Rules:

Swivel Gun: See the special rules for the Swivel Gun (in the Pirate Warband section.)

There can be only one: You can only have one swivel gun in your warband, whether hired or permanent.

(This does not include scenarios that temporarily give you extra swivel guns.)

Limited Load: A swivel gunner only carries two of each type of ammunition into each battle.

Homebound: Swivel Gunners are only found in the Sartosa Campaign setting.



OLD SMUGGLER

Cost 20gc, +10gc upkeep.

A sneaky sea dog, who's full of more tall tales than facts. None the less, he's very well connected to nearly everyone on Sartosa, and behind his innocent smile, there's a gleam of slyness and resourceful. And while his hands are a little shaky, he's still got plenty of piss and vinegar.

May hired by: Any warband except Witch Hunters, Sisters of Sigmar, and Lothern Sea Patrol.

Rating: An Old Smuggler increases the rating by +10 points, plus 1 point for each experience he has.

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

Equipment: Armed with a sword, a brace of pistols, and dagger. He wears a Great Coat, and has a Peg Leg (-1 Move, 6+ Ward save).

Skills: May learn Combat, Academic and Pirate Skills.

Special Rules:

Peek: When opening crates, once per Exploration Phase, you may reroll the D66 for the crate contents. The second result must be taken.

Auctioneer: Once per post game, you may discard one cargo to have the smuggler auction it off. Choose any number of D6 dice, from 1 to 6. The player then rolls that many dice. If none of the dice come up as a 1, the player gains that many gold crowns. If any of them come up as a 1, the authorities confiscate the cargo, and the player gains nothing. None of these dice rolls may be rerolled.

SPECIAL SKILLS

Black Market: Once per post game, you may choose any item that you would normally be able purchase, and pay gold crowns equal to half the item price. The Old Smuggler takes a Leadership test; if he passes, you have successfully purchased the item. Otherwise, the authorities confiscate the money, and the Old Smuggler misses X number of games, equal to the Item's Rarity minus 8. You still have to pay upkeep for him too!

Guardian: The Smuggler has 'acquired' a bodyguard. The bodyguard will only protect the Smuggler and cannot fulfill warband objectives or search/loot or any function other than protecting the Smuggler and as such will remain within 1" of the Smuggler at all times. The bodyguard doesn't gain experience and isn't paid. If the Smuggler is caught while using the skill 'Black Market', the Bodyguard is not fielded until the Smuggler returns.

M	WS	BS	S	T	W	I	A	Ld
4	4	2	4	3	1	3	1	8

*Sword, Light Armor, Shield and Helmet

*The bodyguard will intercept any model shooting at or charging the Smuggler. Any attacks will be directed at him and if charged place the bodyguard in front of the Smuggler to protect him. The bodyguard will not charge unless the Smuggler also charges and cannot intercept an attack if already engaged in combat.

ORC PIRATE & GOBLIN SWABBIE

Orc Pirate: Hiring 25gc, 10gc Upkeep

Goblin Swabbie: Hiring 10gc, 1D6gc Upkeep

Orcs are born raiders, and the High Seas are no exception.

An Orc smart enough to steal a ship WITHOUT setting it alight will quickly amass a crew terrifying enough to challenge any naval man o' war. With a Goblin Swabbie acting as a shield, the Orc Pirate is ready to fight on land or sea.

Rating: The Orc increases your rating by +12 points, +1 for +1 for each experience. The Goblin increases it by +5, +1 for each experience.

May Be Hired By: Any Orc, Goblin, or Ogre Warband.

Hiring condition: Upon hiring, you must hire an Orc Pirate & Goblin Swabbie at the same time.

	M	WS	BS	S	T	W	I	A	Ld
Orc	4	4	3	4	4	1	3	1	7
Gob.	4	3	3	3	3	1	2	1	5

Orc Weapons: 2 Cutlasses, 1 Dagger, 1 Booma Pistol, Toughened Leathers

Orc Skill List: Combat, Shooting, Pirate

Booma Pistol Special Rules: The Booma Pistol works exactly like a normal Pistol, except that it has Strength 5. It also Misfires on a Natural 1 when rolling to Hit

and/or Rolling to Wound.

Goblin Weapons: 1 Sword, 1 Dagger, Boot Hook, Belaying Pin

Goblin Skill List: Shooting, Speed, Pirate

Goblin Special Rules:

'Spensible: The Pirate doesn't consider his Swabbie as an equal, and has no problem shooting into a combat that involves only the Swabbie and enemy models. Shoots are distributed randomly.

'Nessa-s'ry: As expendable as the Swabbie is, the Orc Pirate insists on having a dear crew mate with him. If the Swabbie dies in the post game, you MUST buy a replacement Swabbie, or the Pirate will refuse to fight. You do not need to roll for finding a replacement Swabbie, but find one automatically.

Orc Special Skill:

Booma Builda: The Orc Pirate is a master of Building Weapons (but only for himself.) He may immediately build himself a second Booma pistol. If a Booma Pistol is stolen or explodes, the Pirate may replace it the next game for free. He may only carry/own two Booma pistols at a time, may not give it to any other warriors nor may he sell it.

Goblin Special Skill:

Pin Thrower: The Goblin may throw three Belaying Pins in a single shooting phase, so long as he has not moved. He may target multiple targets. This may not be used with Quickshot.



DRAMATIS PERSONÆ

JEREMIAH BANE, THE DEVIL KING

For countless years, Jeremiah was the greatest pirate of the seven seas... no coast was safe, no temple was sacred. With his brother, Ezekiel Bane, as the elected King of Sartosa, it seemed that Jeremiah and his crew of wreckers would never be defeated. But in his moment of need, pursued by an entire Estalian armada, Jeremiah sailed back into Sartosa, only to have the ports barred to him; his brother had been paid off, and betrayed his own blood to the Navy. As Jeremiah's ship, the *Inferno*, sank into the waves, Jeremiah swore his blighted soul to any god that would grant him revenge against the isle. Ever since, Jeremiah Bane and the dark shadow of his crew have plundered the shores of Sartosa, exacting their revenge, dragging the citizens of Sartosa into the murky waves one soul at time.

Hire Fee: 120gc. Jeremiah Bane will not work for the same warband two games in a row.

May be Hired: Undead. (Undead, Tomb Guardians, Ghost Pirates, Necrarch, Liche warband, etc.)

Ratings: Jeremiah raises the rating by +100 pts.

M	WS	BS	S	T	W	I	A	Ld
4	5	4	4	4	2	4	3	10

Equipment: 2 Swords, Toughened Leathers, loots of Double-Barreled Pistols,

Skills: *Eagle Eyes, Pistolier, Strike to Injure, Sprint, Resilient*

Special Rules

Undead: Immune to Psychology and Immune to Poisons.

Ethereal: Gives a 4+ unmodifiable save against all attacks. May not be used with Dodge or Step Aside, and has no affect against magical attacks (Artifacts, Gromril, Ithilmar, Silver Bullets.) Also, the model may take a leadership test in order to move through any object or even walk on water, if he fails this test while standing on water he counts as being taken out of action, as he sinks to the seafloor.

Festooned with Pistols: Jeremiah Bane carries so many Double-Barreled pistols into battle that he never has to reload, he always have a new Double-Barreled pistol primed and ready to fire. The only exception is hand-to-hand combat. The Devil King will not have time to draw a new pistol every round of hand-to-hand combat, he may only use pistols in the first round. In subsequent rounds of hand-to-hand combat, he draws his swords. He may draw another pair of pistols once he is out of combat or all of his opponents are knocked down or stunned.

Dread Pirate: All models wishing to board a boat upon which Jeremiah Bane is on must first pass a Fear Test. (This does not stack with 'Terrifying')

Terrifying: Jeremiah Bane is a horrific figure, his hair burning and his eyes hollow. Even religious fanatics quake, wondering if they are seeing a dark god incarnate before them. He causes 'Fear' to all models, including those that already cause fear or are Immune to Psychology. The only models that are immune are demons and Undead models.

KRUSHJ THE ANCHORMAN:

Krushj gained his nickname during a maelstrom off the Albion coast, where the anchor broke lose of the windlass, dooming the entire crew. Their lives were saved by the young ogre warrior onboard, Krushj who single handedly held onto the cable throughout the storm. Krushj has used it in every battle since, wielding the lucky chunk of metal in his massive fist.

He is a fierce fighter, and while he may not make an honest living, he is a firm believer in the Pirate Code, practicing it with the same fervor that other invest in religion. He is a hearty ally, and a terrifying opponent.

Hiring Cost: 140gc to hire; 65gc upkeep (half of this is used for birdseed).

May Be hired: Krushj doesn't work for Skaven or Undead warbands, apart from that he'll work for anyone with enough money.

	M	WS	BS	S	T	W	I	A	Ld
Krushj	6	4	3	5	5	4	4	3	8
Parrot	-	3	-	2	-	-	5	1	-

Equipment: Cutlass, Anchor (counts as an Axe, and a rope and hook), a brace of Handguns, a Giant Parrot (see below) and a huge hat!

Skills: *Pistolier, Mighty Blow, Unstoppable Charge.*

Fear: Krushj, like most ogres, causes Fear.

Large: Krushj is Large. All models attempting to shoot at him are at +1 to hit, plus may pick him as a target even if he is not the closest target at ground level.

Brace of Handguns: Due to his huge size Krushj counts these as mere pistols (which means pistolier counts for them), they have 24" range, S4, an extra-1 Save and fire every other turn. They are move and fire weapons because of Krushj's Size.

Giant Parrot: A perfect example of 'ogre-see, ogre-do', Krushj became quite envious of fellow pirates with parrots on their shoulder, that he demanded a Nortland pet shop for a parrot big enough to fit on his shoulder. The result is, it appears, a hapless Gnobler painted with beautiful plumage. While it's definitely unable to fly, it can still bite, and Krushj is certainly content with that. In the first round of combat, the parrot gives all opponents a -1 to hit in close combat unless they can pass a Leadership test. In addition, it may strike a single attack with the WS3, and it has a strength of 2.

FLEUR & ESTELLA MAB AKA. 'FLINT AND STEEL'

Two daughters of the Pirate Queen, they were raised in the finest wealth Sartosa had to offer. While the Queen herself was a rugged and working class woman, she made sure her two daughters were raised as fine ladies, with all the proper clothes and tutors money could buy (or fail that, kidnap.) But all birds must leave the nest... only these two birds set fire to it before they left! They dressed as men, and boarded a ship bound for Ind, vowing never to return to Sartosa. Now that the Queen is dead, they have seemingly broken their vow, making a beeline for the city and the Royal Palace. Are they back to cull the vote in their favor, or to finish their job torching the palace to the ground? Or are they back to reclaim the personal belongings of their mother, items that were looted the hour of her death? Most likely, they're back for the funeral, to make sure the heartless witch is dead for sure! The inns are abuzz with theories and stories of the Daughters 'Flint and Steal', but only one thing is sure: they're coming to Sartosa, and Manaah protect anyone who stands in their way.

Hire Fee: Either Fleur or Estella may be purchased for 60gc each, with +30gc upkeep each. You may hire them both at the same time, without requiring two Initiative rolls.

May be Hired: Any Non-Chaotic, Non-Skaven, or Non-Undead warband. Also, Fleur and Estella cannot be fielded in the same game by separate warbands unless the warbands are allied, or the scenario is 'Last Orders'. If two opposing players decide to field both Fleur and Estella, they both leave the board, and are removed from both warbands (taking the money with them!)

Rating: Fleur and Estella raises the rate by +50 points each.

	M	WS	BS	S	T	W	I	A	Ld
Fleur	4	3	5	3	3	2	4	1	8
Estella	4	5	3	3	3	2	5	2	8

FLEUR

Equipment: Two Dueling Pistols Gunpowder, Cutlass, Axe, 2 Powder Horns, Lucky Charm. You may have the guns filled with Refined Powder or Superior Gun Powder (your choice).

Skills: Eagle Eyes, Trick Shooter.

Special Rules

Pistolier Extraordinaire: Fleur can load guns faster than most (men) can even think. She may either fire three shots in one turn with one turn to reload, or may fire and reload two shots each round.

Bretonnian Blood: Fleur takes after her father, and like most Bretonnians, is exceptionally skilled at Dueling Pistols. When shooting, the first 10" count as 'close range'.

Sheltered: Fleur is used to having her older sister with her to protect her. So long as both Estella is on the board, Fleur is immune to fear.

ESTELLA

Equipment: Rapier, Main-Gauche, Toughened Leathers. Rope and Hook, Dagger.

Skills: Expert Swordsman, Mighty Blow, Strike To Injure, Swashbuckler, Riposte.

Special Rules

Main-gauche: May be used as a dagger (+1 attack) or may be used to parry a single attack (no attack). If used with another Parrying Weapon, she may Parry two attacks. The player may choose which each turn.

Princess of Parries: Estella takes after her Estalian father, and is skilled with swords. If she has a higher weapon skill than the attacker she gains +1 on her to parry rolls (this means she can parry attacks that hit on a 6). She may also attempt to parry attacks made with double or more her Strength.

Protective: Estella looks after her younger sister. If, at the start of your turn, Fleur is knocked down or stunned, Estella will charge the enemy closest to Fleur, ignoring Fear. While Fleur is knocked down or stunned, Estella fights (but doesn't move) as if she is Frenzied. If Estella is not within charge range, she will move 8" directly towards her (deductions for terrain apply as normal.)



KROMWELL THE BLACKHEARTED

Kromwell was once a noble dwarf and naval captain of Barak Vorn, having all four of the dwarf virtues, wealth, fame, skill, and beard! But years ago, a raiding Dark Elves galley boarded his vessel in the middle of the night, and everything was taken from him; cargo, crew, and passengers, without so much as a shot being fired. Kromwell's shame was greater than many could fathom, and thus his penance was equally grave: He shaved his head, took the Slayer's Oath, and sailed his iron ship due North, into the Chaos Wastes, determined to meet his ends at the hands of none but a twisted demon of the Choatic Seas. He fought endless lesser monsters and twisting forms of the deep, but each kill left his thirst greater and his soul darker. Finally, when Kromwell had reached a point that bore no day, he finally came face to face with a massive specter of power and blood; the very aspect of Khorne himself. With a chance of redemption within striking distance, Kromwell became thrice damned; for within the stare of the massive avatar, a moment of doubt and fear crept into his heart. He doubted his quest, and therefore doubted the great Grungi himself. The demons of the North flooded Kromwell's soul and mind, overpowering his senses with the power of the Blood God.

Since that day, Kromwell has traveled the seas. His skin is bleached, and his lower teeth resembled the cursed dwarves of the Dark Lands. He doesn't eat, he doesn't drink, he doesn't sleep. Whispering endless to himself in a language older than time, Kromwell is nothing but a vessel for Khorne, a machine of war.

Hire Fee: 85gc, +40gc upkeep

May Be Hired: Any Evil Warband,

Rating: Kromwell raises a Warband's rating by 60 points.

M WS BS S T W I A Ld

3 7 4 4 5 2 3 2 10

Equipment: Two Axes, Double Barreled Blunderbuss, Toughened Leathers.

Skills: Unstoppable Charge, Fearsome, Monster Slayer, Strike To Injure, Sprint

Special Rules:

War Frenzy: Kromwell is Frenzied. If he is knocked down or stunned, he will become Frenzied again during your next Recovery Phase.



Loner: Kromwell is immune to all alone.

Hard Head & Hard to kill: Kromwell ignores the special Concussion rule, and is only taken out on a 6 a mere 5 counts as a stunned-result, like other dwarves.

Possessed: Sometimes the writhing demons inside Kromwell are too strong, especially amongst the spray of blood. After each game in which Kromwell took out at least one enemy warrior, roll a leadership test, deducting one point from Kromwell's leadership for each enemy he took out in close combat. If the test is failed, Kromwell, charges and fights a random hero from your roster for 3 rounds, after which he takes off, and Kromwell may not be used next game. If the warrior takes him out within these 3 rounds (Unlikely) then Kromwell will stay with the warband if you wish to pay upkeep for him.

Balthazar swallowed hard, as the crew of **Le Hippogriffe** moved in close. Their weapons drawn, they stayed a few feet away from Balthazar and Fleur. The two had traveled over to the Hippogriffe under the flag of parley, but Balthazar had lost count of the number of times that pirates had broken the Code and ambushed a messenger. It was for that particular reason that his favorite messengers were his least favorite crewmen.

The captain of the Hippogriff finally pushed his way through his crew, coming face-to-face with Balthazar: Avencourt, the pear-shaped Bretonnian pirate captain, bearing a wide curly moustache and a small goatee... even in exile, he kept with the fashion trends of the Bretonnian gentry. He glared at Balthazar with years of disdain and mistrust.

"Tell me why I should not slit you open right now?" he said in Tilean, with a heavy accent. Balthazar and Avencourt's eyes met, unblinking, and Balthazar fought the instinct to reach for his saber.

"GREGORY!" a soprano voice erupted next to two gentlemen, breaking the tension. The tiny Fleur jumped at Avencourt, and wrapped her arms around him, bearing him down with her friendly embrace.

"My little cabbage!" Avencourt said with a laugh, "you are getting to big to jump on your dear uncle. What can I do for you?"

Fleur clambered off him, and took an official looking stance. She was the new 'co-captain' of the Magpye, even if Estella did most of the work. "I humbly request the return of my moth- of Queen Mab's log book."

Avencourt's smile fell. A look of awe and skepticism crept in, and once more, Balthazar's hand slowly inched for his sword.

"THAT IS ALL??" Avercourt bellowed with a joyous laugh. "RIGHT AWAY!"

Rowing back the Magpye (after more than one 'parting glass' at Avencourt's insistence), Balthazar felt a warm smile sneaking across his face.

"I never cared mush for Avencourt, before, but he'sh a nice guy," Balthazar slurred to Fleur.

She responded mildly, thumbing through the log as she talked... she inherited her mother's hollow legs, and the two decanters of fine Bretonnian wine had no effect on her speech .

"Oh, very nice," she replied casually. "Unless, of course, you're a feckin' Naval officer. Then he has a habit of cuttin' off little bits of you, roasting them before your eyes, and shoving them down your feckin' throat one by one until you eat them. Or choke to death."

"Bretonnians," he thought, shaking his head. He quickly dived for a change of subject. "So why are you and Estella collecting your m- Queen Mab's logs?"

Fleur responded by finding the page she had been looking for, and ripping it out of the book. She came in close to Balthazar at the oars and showed him the page. In the margin was a collection of broken shapes and squiggles.

"That's why," she said. Before he could respond, she folded the rest of the paper back, until only the strip of the margin was visible. Suddenly, the forms became slightly more recognizable.

"It's a map," Balthazar said.

"Estella stumbled upon it in the old log on the Celeste. The Queen was not much of a doodler, so why draw on one page and one page only? It didn't dawn on us what it was until we learned that the Queen hadn't left a map to her X. Why? Because she'd already made it years before, one part on each of her logs."

"A map in eight parts..." Balthazar thought aloud. "That's kind of... well, trite."

"Mother was always a feckin' traditionalist," Fleur said with a small smile. "I can't make shite out of it, but then again, Estella was much better with maps than me."

Balthazar knew that much. While Fleur's bedside reading was flowery poetry and epic poems of death and courage, Estella's nightstand carried only factual books; maps, tactical essays on Remean generals, swordsmanship manuals.

(How Balthazar had knowledge of the sisters' separate bedside tables, well, that's an old story for another time.)