

SARTOSA REFERENCE

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!

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!*)

CARGO

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 Dwarfven 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*)

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!

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SMALL BOATS RULES

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.

TURNING

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 its 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, Bossing 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

BLACKPOWDER PRICES

On the following chart (next page) are listed the prices for weapons, assuming your group does NOT play with the Optional Blackpowder Misfire Chart. If your group does, the cost of all Gunpowder weapons is reduced 20%, resulting in the following price for both Trading and Warband set up. Swivel Guns are not included, as they ALWAYS use the Optional Blackpowder rules.:

Blunderbuss 24 gc
Double-Barreled Blunderbuss 48 gc
Double-Barreled Pistol/brace 24 gc/48 gc

Double-Barreled Hunting Rifle 320 gc
Duck-Footed Pistol - 40gc
Duelling Pistol/brace 24 gc /48 gc
Dwarven Pistol/brace 32gc /64 gc
Handgun 28 gc
Hunting Rifle 160 gc
Long-Barreled Pistol/brace 32gc /64 gc
Pistol/brace 12 gc/24 gc
Pocket Pistol/brace 4gc /8 gc
Repeater Pistol/brace 32 gc/64 gc
Sword Pistol 48gc
Warplock Pistol/brace 28gc /56 gc

PIRATE SKILLS

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 Warlock 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.

DOUBLES

- 1 1Hard Day's Work
Good Warbands: 1D6gc. Pirate/Evil may choose
Hero: passes initiative, steals Cargo. Fails, misses next
game
2 2 Flotsam
1D6gc. A roll of 1 includes a Rabbit Foot.
3 3Dropped Satchel
Roll 1D6:1-2 D6 gc; 3 Dagger; 4 Axe; 5 Sword;
6 Toughened Leathers
4 4Cast Away
Free Swabbie. Skaven/Araby may sell for 2D6gc,
Chaos sacrifice for +1 EXP
5 5Capsized Rowboat
Roll 1D6: 1-2 Treasure Map; 3-4 A purse with 2D6 gc;
5-6 Jeweled sword and dagger (sell at base cost)
6 6 Loose Lips
Next roll on the Exploration chart, roll +1 dice and
discard any 1 dice.

TRIPLES

- 1 1 1 Grog!
Leader passes Leadership test, gain 4D6 gc. Elves,
Navy, Witch Hunters, and Sisters automatically pass.
If you fail, all henchmen count as having drunk Grog.
2 2 2 Smithy
Roll 1D6: 1 Sword; 2 Double-Handed Weapon; 3 Flail
4 D3 Halberds; 5 Rapier; 6 2D6 gc worth of metal.
3 3 3Prison Break
May gain a free henchmen worth up to 35gc, may
add to existing group. Any Pirate Warband may
gain 1D3 Swabbies or sell them for 3D6gc.
Chaos/Dark Elf: may sacrifice for 1D3 Exp.
4 4 4Port Shop
Roll 1D6: 1 1D3 Norlander Nets; 2 1D6 Rope &
Hooks (may give to Henchmen); 3 1D6 Boat Hooks;
4 1D6 Toughened Leathers; 5 Parrot; 6 Compass
5 5 5 Pearl Diver
Gain 2D6gc. Double 1s gives you a one-use free
rowboat. If you do, keep boat on a 1D6 roll of 6.
6 6 6 Returning a Favour
Free Hired Sword. Slayer Pirates, Swashbucklers, and
Sartosa HSs forsake first upkeep.

FOUR OF KIND

- 1 1 1 1 Gunsmith
Roll 1D6: 1 Blunderbuss; 2 Brace of Pistols; 3 Brace of
Dueling Pistols; 4 1D3 handguns; 5 1D3 superior
black powder; 6 Any one pistol worth 35gc or less
2 2 2 2Estalian Mission
Gain 3D6 gold & 1D3 Silver Bullets.
3 3 3 3 Houseboat
Gain 2D6gc & 1 Cargo (may open now).
4 4 4 4 Araby Merchant
Roll 3x on any Arabyan Merchant Market lists. May
purchase any items rolled. (Item fails on 1)

- 5 5 5 5Dead Sea Monster
Gain D6x10 gc, Your Leader causes Fear next game.
6 6 6 6Cartographer
.... At the start of next game, 3 fighters may be placed
anywhere on the battlefield at ground level

FIVE OF KIND

- 1 1 1 1 1 Paymaster's Ship
Gain 1D6x10. Opponents this game must pay +5gc
upkeep on all Hired Swords.
2 2 2 2 2 Captain's Quarters
Gain 3D6gc & Captains Log; allows 1 Hero to learn
an additional Pirate Skills when they advance.
3 3 3 3 3 Jewel smith
Roll 1D6: 1-2 Quartz-D6x5 gc; 3-4 Amethyst 20 gc;
5 Necklace worth 50 gc. May keep jewel to gain +1 on
Rarity Rolls.
4 4 4 4 4 Privateer Contract
Gain 2D6x5 gc. Add +1 on Ld rolls when recruiting
Crew.
5 5 5 5 5Fruitful Isle
Gain 1D3 Cargo. Also gain 1D3 free Parrots
6 6 6 6 6 Fence
Pick one Hero: in any post game he's not OoA, may
open 2 Cargo boxes.

SIX OF KIND

- 1 1 1 1 1 1 Cursed Cove
May choose hero. Passes Ld test, gain 1D6 Cargo,
may open now. Fails, roll 1D6 after each game; on 1,
the Hero dies.
2 2 2 2 2 2 Buried Treasure
Roll 1D6 for each: Auto - 5D6x5 gc; 4+ - D3 crates of
Cargo; 5+ Whalebone Charm; 5+ Suit of Ithilmar
Armour; 4+ D3 gems worth 10 gc each; 5+ Elven
Cloak; 5+ Tome of Magic; 5+ Magical Artifact
3 3 3 3 3 3 Arms Smuggler
Roll 1D6: 1-1 Pistol or Brace of pistols worth up to
80gc total, cannot mix and match; 2- 1 Swivel Gun
(still only one per warband!) (may buy Swivel Gun shot)
3 - 1 Hochland Rifle; 4 - Brace of Double-Barreled
Pistols; 5 - Double-Barreled Hunting Rifle;
6 - Double-Barreled Blunderbuss
4 4 4 4 4 4 Naval Shipwreck
Roll 1D6 for each: Auto 3D6x5 gc; Auto 1D3 Swabbies
(with 1 dagger each); Auto 1D6 Toughened Leathers;
4+ - Suit of Ithilmar Armour; 5+ Treasure Map;
4+ - D3 Swords; 5+ - D3 Cat o' Nine Tails;
3+ - D3 Bucklers; 4+ - D3 Pistols; 3+ - Captains Hat
5 5 5 5 5 5 Tilean Backer
Gain 75gc. May reroll 1 Exploration dice each
postgame.
6 6 6 6 6 6 Noble's Yacht
Roll 1D6: 1-2 D6x10 gc; 3-4 D6 vials of Crimson
Shade; 5-6 Magical Artifact

SARTOSA TRADING LIST

TRADING

WEAPONS

Item Cost Availability

Axe 5 gc Common
 Boat Hook 8gc Common
 Cat O' Nine Tails 3gc Common (*Heroes Only*)
 Club, Mace or Hammer 3 gc Common
 Dagger 1st free/2 gc Common
 Double-Handed Weapon 15 gc Common
 Dwarven Axe 15gc Rare 8, Dwarves Only
 Flail or Block and Tackle 15 gc Common
 Gromril Weapon 4 x Price Rare 11 (Dwarves Rare 9)
 Halberd 10 gc Common
 Hook Hand 4gc Common (*Heroes Only*)
 Ithilmar Weapon 3 x Price Rare 9
 Rapier 15 gc Rare 5
 Spear 10 gc Common
 Sword or Cutlass 10 gc Common

MISSILE WEAPONS

Belaying Pin 3gc Common
 Bow 10 gc Common
 Blunderbuss 30 gc Rare 7
 Crossbow 25 gc Rare 8
 Crossbow Pistol 35 gc Rare 11
 Double-barreled Blunderbuss 60gc Rare 11
 Double-barreled Hunting Rifle 300 gc Rare 11
 Double-barreled Pistol/brace 30 gc/60gc Rare 8
 Duelling Pistol/brace 30 gc/60 gc Rare 8
 Duck-Footed Pistol 50gc. Rare 11
 Dwarven Pistol/brace 40gc/80gc Rare 10
 Elf Bow 35 +3D6 gc Rare 9 (*High Elves only*)
 Handgun 35 gc Common
 Hunting Rifle 200 gc Rare 9
 Javelins or Harpoons 5 gc Common
 Long Bow 15 gc Rare 5
 Pistol/brace 15 gc/30 gc Common
 Pocket Pistol 5gc Rare 4
 Repeater Crossbow 40 gc Rare 10
 Repeater Pistol/brace 40/80 gc Rare 10
 Sling 2 gc Common
 Short Bow 5 gc Common
 Swivel Gun 65gc Rare 8 –
 (*Human Pirates Only; one per warband*)
 Ballshot Ammo 5gc Common
 Chainshot Ammo 2gc Common
 Grapeshot Ammo 2gc Common
 Sword Pistol 60gc Rarity 11
 Throwing Knives/Stars 15 gc Rare 5
 Throwing Axes 15gc Rare 5
 Warplock Pistols 35/70gc – Rare 9
 (*Skaven only*)

ARMOUR

Buckler 5 gc Common
 Heavy Armour 50 gc Rare 7
 Helmet 10 gc Common
 Light Armour 20 gc Common
 Ithilmar Armour 90gc Rare 11 (Rare 9 High Elves)
 Shield 5 gc Common
 Toughened Leathers 5 gc Common

MISC

Abacus
 Banner -Jolly Roger 40+2D6gc Rare 9
 Banner -Friendly Flag 25+2D6gc Rare 9
 Banner -Hourglass 50+2D6gc Rare 9
 Banner -Nation's Colors 40+2D6gc Rare 9
 Banner -Quarantine 40+2D6gc Rare 9
 Banner -Red Flag 40+2D6gc Rare 9
 Black Lotus 10+D6 gc Rare 9
 (*Not available to Witch Hunters, Warrior-Priests or Sisters of Sigmar. Rare 7 for Skaven*)
 Blessed Water 10+3D6 gc Rare 6
 (*Common for Warrior-Priests and Sisters of Sigmar; May not be bought by Undead*)
 Bugman's Ale 50+3D6 gc Rare 8
 Caltrops 15+2D6 gc; Rare 6
 Captain's Hat 25+2D6 Rare 9
 Cathayan Silk Clothes 50+2D6 gc Rare 9
 Compass 45+2D6gc Rare 9
 Crimson Shade 35+D6 gc Rare 8
 Dark Venom 30+2D6 gc Rare 8 (Rare 6 Dark Elves)
 (*Not available to Witch Hunters, Warrior-Priests, or Sisters of Sigmar*)
 Elven Cloak 100+D6x10 gc Rare 12
 Elven Wine 50+3D6 gc , Rare 10)
 (*Lothorn Sea Guard only*)
 Greatcoat 10gc Common
 Grog 10+D6gc, Common
 Hardtack Biscuits 5gc Common
 Healing Herbs 20+2D6 gc Rare 8
 Hunting Arrows 25+D6gc Rare 9
 (*Lothorn Sea Guard only*)
 Lantern 10 gc Common
 Lock Pick 15gc Rare 8
 Lucky Charm 10 gc Rare 6
 Mad Cap Mushrooms 30+3D6 gc Rare 9
 Mandrake Root 25+D6 gc Rare 8
 Net 5 gc Common
 Norlander Net 10gc Common
 Parrot 15gc Rare 8
 Peg Leg 8gc Common
 Powder Horn 10 Rare 6
 Powder Monkey 15gc Rare 8
 Rabbit's Foot 10 gc Rare 5
 Rope & Hook 5gc Common
 Silver Bullets/ Arrows 30gc, Rare 10
 Spy Glass 2D6gc Rare 8
 Superior Blackpowder 30 gc Rare 11
 Tarot Cards 50gc Rare 7
 Tears of Shallaya 10+2D6 gc Rare 7
 (*Not available to Possessed or Undead*)
 Torch 2gc Common
 Treasure Map 75+4D6gc Rare 10
 Victuals 10gc - Common
 Wardog 25+2D6 gc Rare 10
 (*Not available to Skaven*)
 Whalebone Charm 15+3D6 gc Rare 10

BOATS

Raft 40gc Common
 Row Boat 40GC Rare 5
 SailBoat (*River Boat*) 100GC Rare 6
 Sloop (*River Barge*) 200GC Rare 9