



Though details are sketchy, there is seldom a human in all of the Old World who has never heard of Sartosa. Everywhere, curses and cheers ring out for the infamous tales of pirate captains. In the courts of the Empire and Bretonnia, balladeers write romantic melodramas starring such famous figures as Black-Wyrd and glorify them as roguish heroes, when in fact they are often drunken, cowardly, and dishonest to the core.

Still, the song of the sea and the allure of the pirate life often calls eager souls from all over the Old World. Dishonored lords, court-martialed soldiers, mercenaries, or plain old farmers, all walks of life meet and thieve as one class of free men in Sartosa. Some of these sailors abandon their former nation, and get violent at any landlubber foolish enough to ask personal questions. Some openly embrace their old heritage, seeing themselves as privateers and warriors of their homeland (even during peacetime). An angry few openly curse their past life, actively seeking out victims from their former homeland, in a deadly spiral of vengeance. Whatever the cause, the pirates of different lands often have a different style of pirating, and a different strengths and weaknesses.

Swabbies: Human Pirates take human Swabbies, the stats of which are included later. See the rules for capturing Swabbies, in the Sartosa campaign rules. (Note: They are slightly altered from the original version from the Pirate Warband).

Hired Swords: Unless noted otherwise, Pirate Warbands have the same access to Hired Swords & any other items as for a regular human Mercenary Warband, and follow all the normal rules for them as well. They must however pay an additional +20 gc in upkeep if they have both Dwarfs and Elves together in the same warband (the ship is only so big, and the confines make them more irritable than usual!).

Swivel Guns are Rare, Matey!: Except for Sartosan Pirates, no Pirate Warband may start with a Swivel Gun on their roster in campaign games. If playing a one off game, non-Sartosans may purchase a Swivel Gun for an additional price of 2D6gc.

Succession: If the Captain is killed, one of the Mates will take over in the same manner as a Champion taking over for a Mercenary warband.

Choice of Warriors

When creating a Human Pirate Warband, you must choose which nationality the majority of the crew comes from. The skills and talents of a crew often depends on which country they call home (or, fail that, which country kicked them out!)

SARTOSAN PIRATES

{Note: this is the existing Pirate Warband, created by Tim Huckelbery. The only change is that now all heroes have access to the New Pirate Skill list as well.}

The oldest and truest strain of pirates, they are formed from native Sartosans or an amalgamation of pirates from across the map. They swear allegiance to known but the Pirate King, and sail under the banner of King Death. They are pirates till they die, and woe on any who stand in their way.

Sartosan Special Rules

Unlike other Human Pirates, Sartosan Pirates can start with a Swivel Gun (must purchase it, of course.) When playing one-off games, they start off with two free Swabbies.

Also, in addition to being able to access New Pirate Skills, Sartosan Pirates have access to the following Skills, unique to them alone, hereby dubbed 'Old' Pirate Skills.

Sea Shanty Singer

The pirate is renowned throughout the seas as one of the greatest singers aboard a ship, able to raise the spirits of any crew with his stirring renditions of 'The Sloop Johan Bee', 'What do you do with a Drunken Halfling?', and other famous pirate ditties. At the start of his Close Combat phase he can suddenly burst out in song, distracting one opponent in base contact of his choosing. That enemy must pass a Leadership test, or loose 1 Attack that turn. This does not effect Undead or other non-living creatures, such as Possessed.

Cutlass Master

These short, single bladed swords are the mainstay weapon of any pirate crew, and in the hands of a trained seaman they are superb weapons for close quarters fighting. If the pirate is equipped with a Sword, this skill will give him the additional benefit of also being able to

parry successfully if the player rolls equal to number rolled to hit, not just higher as normal. This extra ability only apply if the Pirate is not in the open; ie., only when in cover or in a building, within 2" of a terrain feature like a wall or tree, etc.

Booming Voice

(Captain only) The Captain has spent many a battle bellowing orders to his crew, yelling above the roar of the cannons and the screams of the enemy. Once per turn, the captain may shout encouraging words (or threats) at any one pirate within 8" who just failed his test to see if he runs away from combat, or to stop running away if he was already fleeing. That pirate may then re-roll the test. This can only be done if the Captain is on his feet, but not if the Captain is in close combat himself.

Hardy Constitution

Many months at sea, and especially many months eating hardtack, have hardened the pirate's body to effects that would cause a lesser man to collapse. During the battle, the pirate may ignore any Critical Hits on a roll of 5+ (the wound is treated as normal if the roll is successful). If the roll is failed, the Critical Hit is worked out as normal.

ESTALIAN CORSAIRS

The toughest fighters in the sea, Estalian Corsairs have the zealous fury of Arabyan raiders and the cold, calculated training of Tilean sellswords. They are often quick to insult, and their equipment is as fine any trained soldiers.

Estalian Special Rules

All Estalian Captains and Champions start off with the skill Expert Swordsman. In addition, Rapiers and Heavy Armor are added to the Pirate Equipment List. Alternatively, Crossbows are removed from the Pirate Equipment list.

WASTELAND PRIVATEERS

Coming from the port towns of the mighty Empire, Wasteland Privateers have been raised since 8 years of age to load and fire black powder weapons. Their master gunners come from Nuln, and their cannons are loaded only with the finest pistol powder. Their demeanors are silent, so often the first and last thing their opponents hear is the crack of a sniper's rifle.

Wasteland Special Rules

In a Wasteland Privateer Warband, any Henchmen Gunners may fire and reload Handguns in the same turn, like the skill Hunter (applies only to Handguns). The Pirate Equipment list has Handgun added to it. When

purchasing Superior Gunpowder, it counts as Rarity 5.

BRETONNIAN BUCCANEERS

The frilliest and finest of pirates, Bretonnian Buccaneers are the disgraced knights and nobles cast out of the Couronne court. In the hot Sartosan sun, they have discarded their heavy armor and helmets, but retain their plumes, and their love of the duel. Where once they stood for chivalry and good form, it is often the Bretonnians who are the cruelest to their prisoners, inventing new tortures each day.

Bretonnian Special Rules

When shooting with Pistols and Dueling Pistols, a Bretonnian hero treats the initial 6"/10" respectively as Short range. If combined with Eagle Eye, the additional 6" counts as Long range. Also, at warband creation, you may purchase dueling pistols for 25gc each.

CATHAYAN SEA PIRATES

While still a form of Human Pirates, Cathayan Pirates have their own warband list, in another PDF. The composition of their warband is slightly different, but just like Ostlanders and Averlanders still count as Mercenaries, and are still under the umbrella of 'Human Pirates.'

A 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 (this represents the landing party; the rest of the crew are aboard the ship in case some other scurvy sea dogs dare to attack!).

Ship's Captain: Each Pirate warband must be lead by a Captain no more, no less!

Mates: Your warband may include up to 2 Mates
Cabin Boys: Your warband may include up to 2 Cabin Boys.

Crew: Your warband may include any number of Crew.

Gunners: Your warband may include up to 7 Gunners.

Boatswains: Your warband may include up to 5 Boatswains.

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

Starting Experience

The **Captain** starts with 20 experience.

Ship's **Mates** start with 8 experience each

Cabin Boys start with 0 experience each

All **Henchmen** start with 0 experience.

SKILLS

SARTOSAN PIRATES											
	Combat	Shooting	Academic	Strength	Speed	Pirate	Special				
Captain	✓	✓	✓	✓	✓	✓	✓				
Mate	✓	✓		✓		✓	✓				
Cabin Boy	✓	✓			✓	✓	✓				
ESTALIAN CORSAIRS											
	Combat	Shooting	Academic	Strength	Speed	Pirate	Special				
Captain	✓	✓	✓	✓	✓	✓	✓				
Mate	✓	✓		✓	✓	✓	✓				
Cabin Boy	✓	✓		✓	✓	✓	✓				
WASTELANDER PRIVATEERS											
	Combat	Shooting	Academic	Strength	Speed	Pirate	Special				
Captain	✓	✓	✓	✓	✓	✓	✓				
Mate	✓	✓		✓		✓	✓				
Cabin Boy	✓	✓			✓	✓	✓				
BRETONNIAN BUCCANEERS											
	Combat	Shooting	Academic	Strength	Speed	Pirate	Special				
Captain	✓	✓	✓	✓	✓	✓	✓				
Mate	✓	✓		✓	✓	✓	✓				
Cabin Boy	✓	✓			✓	✓	✓				

PIRATE EQUIPMENT LIST

Hand-to-hand Combat Weapons

- Dagger 1st free/2gc
- Hammer/Mace3 gc
- Axe5 gc
- Boat Hook8 gc
- Cat O' Nine Tails.8 gc (Heroes only)
- Cutlass (Sword) 10 gc
- Double-handed weapon15 gc
- Rapier15 gc (Estalians only)

Missile Weapons

- Belaying Pin3 gc
- Pistol 15 gc (30 Brace)
- Crossbow25 gc (Not Estalians!)
- Dueling Pistol. . . .30 gc (60 Brace) (25/50 for Bret.)
- Handgun35 gc (Wastelanders only)

Armour

- Buckler5 gc
- Shield5 gc
- Toughened Leathers5 gc
- Helmet10 gc
- Light Armour20 gc
- Heavy Armour50 gc (Estalians Only)

SWABBIE EQUIPMENT LIST

Hand-to-hand Combat Weapons

- Dagger1st free/2gc
- Hammer/Mace3 gc
- Axe5 gc
- Boat Hook8 gc
- Cutlass (Sword) 10 gc
- Double-handed weapon15 gc

Missile Weapons

- Belaying Pin3 gc
- Bow10 gc

Armour

- Buckler5 gc
- Toughened leathers5 gc



GUNNER EQUIPMENT LIST

Hand-to-hand Combat Weapons

- Dagger1st free/2gc
- Hammer/Mace3 gc
- Axe5 gc
- Cutlass (Sword) 10 gc

Missile Weapons

- Pistol 15 gc (30 Brace)
- Blunderbuss 30 gc
- Dueling Pistol. . . .30 gc (60 Brace) (25/50 for Bret.)
- Handgun35 gc
- Swivel Gun65 gc (Rare 8; one per Warband)

Swivel Gun Ammo:

- Ball Shot5 gc
- Chain Shot2 gc
- Grape Shot2 gc

Armour

- Toughened Leathers5 gc
- Helmet10 gc
- Light Armour 20 gc



1 PIRATE CAPTAIN

60 Gold Crowns to hire

Only the roughest toughest sea dog can rise to become captain of his own ship. A good Captain has to be bold and decisive in combat, and a forceful personality to hold together his unruly followers. Though often elected by the Crew, he must command their respect and fear, and more importantly ensure their continued loyalty with plenty of gold!

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

Weapons and Armour: A Pirate Captain may be equipped with items chosen from the Pirate Equipment list.

SPECIAL RULES

Leader: Any pirate within 6" of the Captain may use his Leadership characteristic when taking any Leadership tests.

0-2 SHIP'S MATES

35 Gold Crowns to hire

Each ship has several Mates to serve under the Captain and ensure his orders are carried out properly. They also keep a careful eye on him as well for any signs of weakness or hoarding from the Crew, as each Mate would love nothing more than to become Captain himself one day. Until that day though they readily obey his commands, oversee the Crew and the ship, and stand with their Captain ready to plunder and ravage any ships they find.

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

Weapons and Armour: Mates may be equipped with items chosen from the Pirate Equipment list.

0-2 CABIN BOYS

15 Gold Crowns to hire

The lure of the sea often calls many young men to leave their boring lives behind and take up the exciting life of a pirate. Assuming they live through the years of training, they will go on to become feared Captains of their own!

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Weapons and Armour: Cabin Boys may be equipped with items chosen from the Pirate Equipment list.



CREW

25 Gold Crowns to hire

The backbone to the ship, the crew members are drawn together by the lure of the sea as well as the lure of plunder! As sailors, crewmen are experts in seamanship and ship operations. As pirates, they also quickly become proficient in swordplay and in using a variety of weapons especially pistols. It is said a good pirate crewman needs to know how to read the skies, weather, and winds, but most importantly the moods of his Captain!

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

Weapons and Armour: Crew members may be equipped with weapons and armour chosen from the Pirate Equipment list.

0-7 GUNNERS

25 Gold Crowns to hire

Gunners tend the artillery and ammunition of the ship. Their keen knowledge of blackpowder weapons is essential to prevent the potential disaster of a cannon bursting, overheating, or recoiling out of control. In battle, Gunners oversee the banks of cannon, and on land they tend to be armed with the best pistols and other blackpowder weapons from the ship's stores.

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

Weapons and Armour: Gunners may be equipped with weapons and armour chosen from the Gunner Equipment list.

SPECIAL RULES

Swivel Guns is Dangerous, Matey! Gunners are known to be amongst the bravest of pirates, given their close proximity to blackpowder weapons, but even among themselves they stand in awe of any Gunner who takes a Swivel Gun into battle. Usually they stand in awe quite far away from him – even they can't be sure when one might blow! If a Pirate Warband includes a Swivel Gun, the Gunner wielding it will always be considered an individual and can never have anyone else with him. Since a Pirate Warband may only have one Swivel Gun, if a Gunner is equipped with one then he must either be a new Gunner, or split from an existing unit. If the latter, he retains all Experience and Skills he had previously.

0-5 BOATSWAINS

32 Gold Crowns to hire

Boatswains (or Bosons as they are often called) are responsible aboard the vessel for the upkeep of the rigging, the hundreds of lines and cables throughout the ship which keep the sails operating properly. They are experts at moving throughout the ship's maze of ropes, swinging from one yardarm to another to ensure the overall soundness of the rigging. In no place is this more important than in the jungles and the ramshackle forts in the Black Gulf.

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

Weapons and Armour: Boatswains start with a Rope & Hook, and may be equipped with weapons and armour chosen from the Pirate Equipment list. Note that they can never sell off or give away their Rope & Hook – a Boatswain would never be without his ropes!

SPECIAL RULES

Expert Riggers: Boatswains are highly trained in using their ropes, as they are the ones who maintain the complex network of rigging throughout the ship. They may re-roll failed Initiative tests Leaping over Gaps, Jumping Down, and performing a Diving Charge, as well as the normal test for Climbing Up or Down that a Rope allows.



0-5 SWABBIES

Special Recruitment rules (see rules for 'Swabbies' at the beginning of the Campaign Rules)

Not all members of a Pirate Warband are there entirely voluntarily. Some have been captured from enemy vessels, or rounded up on the docks or harbour fronts when the ship was in need of extra men. Kept under a watchful eye by the Mates, the Swabbies know they had better carry out their duties as assigned, lest they face a keel-hauling or worse! Many have grown accustomed to their lot, but given a chance many will run for it, even into the unknown dangers of the hellish city ruins.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Weapons and Armour: Swabbies may be equipped with weapons and armour chosen from the Swabbie Equipment list.

SPECIAL RULES

Not Hired: Swabbies are not hired, they follow the special 'recruitment' rules above.

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.