

PIRATES OF THE CATHAYAN SEA

Based on the "Battle Monks of Cathay Warband" from Border Town Burning Expansion. See Credits for full details.

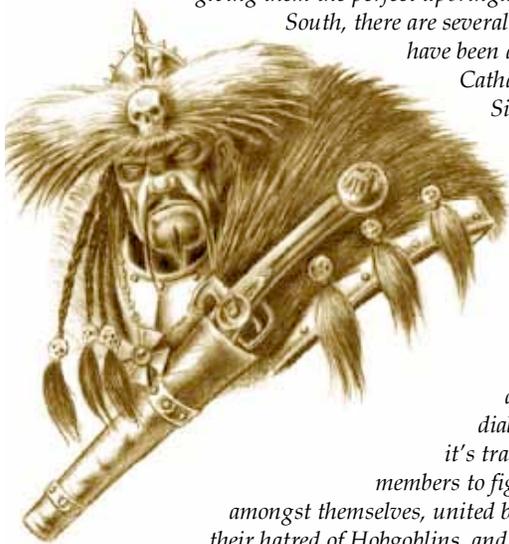
A pirate is a pirate, no matter where he hails from, even if he's from the far off Cathayan Sea. Those sea dogs are just as much thieves, cutthroats, and bottom-feeding scavengers as any Old Worlder... if anything, they seem to do it slightly better, a trait that earns them no small number of jealous glares.

Pirates from the East are typically from every location along the coastline: Some are true-bred Cathayans, the richer souls among them having learned calligraphy and the arts of war, while the peasants know fishing and sailing. A large number also come from Nippon, and have maybe learned from the honorable Samurai or the despicable Ninja. Other crewmen are likely to be from other provinces, too; the Hung tribes from the North are filled to the brim with butchers and bandits, giving them the perfect upbringing for a pirate. To the

South, there are several sovereign states that have been annexed by the

Cathayans, like Tialan, Siewokang, Han Kuo, Haidao. These stats are often filled with rebels and political exiles- just the type to who want to disappear for a little and do some traveling! With a ship full of such different customs, dialects, and tempers, it's traditional for the crew members to fight like cats and dogs

amongst themselves, united by only two things: their hatred of Hobgoblins, and the inferiority of Westerners. With growing sea trade between the East and the West, it's not uncommon for a Pirate Ship to work one trading route to another until they snake all the way to the Old World. Others are intrigued by the stories of Western firearms that can fire from a mile away or fire several shots in a row. Lastly, sometimes a Pirate crew becomes so infamous that every country and navy in the East is hunting after them. Rather than fight to the death, Cathayan Pirates would do what most any pirate would do... run with their tales between their legs! By hook or by crook, they've wound up in the Western Seas, and it's only a matter of time before they're running the place!



Swabbies/Swivel Guns: Cathayan Pirates can take human Swabbies, the stats of which are included later. See the rules for capturing Swabbies, in the Sartosa campaign rules. Willing recruits join the 'DeckHands'; unwilling troops become 'Floordogs'. For complete rules on Swabbies, see the Swabbies section in Sartosa PDF 01.

Swivel Guns are Rare, Lao Xiong! Cathay Pirate Warbands may not start with a Swivel Gun on their roster in campaign games. If playing a one off game, they may purchase a Swivel Gun for an additional price of 2D6gc. For the rules on Swivel Guns, see the TC 'Pirate Warband' by Tim Huckelbury, or the Sartosa 03 PDF.

Foreign, but Human: While not included in the above 'Human Pirates' Warband list, Cathayan Pirates still count as a 'Human Pirate' Warbands list. The composition of their warband is slightly different, but like Ostlanders and Averlanders still count as Mercenaries, they still are part under the umbrella of 'Human Pirates.'

Stranger in a Strange Land: When playing in any campaign based in the Old World (including Mordheim, Albion, Sylvannia, Sartosa), always roll two dice for order of deployment, and choose whichever dice was lower. Owning a Compass will negate this penalty but provides no further bonus. They do not suffer this penalty in the Border Town Burning Campaign (home turf!) or in the Lustria, Khemri, or the Crusades (they are just as lost as everyone else!).

Succession: If the Disgraced Warlord is killed, one of the Shanghai'ers will take over in the same manner as a Champion taking over for a Mercenary warband.

A Cathay Pirate warband must include a minimum of three models. You have 500 Gold Crowns that 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 Deck Hands are aboard the ship in case some other scurvy sea dogs dare to attack!).

Disgraced Warlord: Each Pirate warband must be lead by a Disgraced Warlord no more, no less!

Shanghai'ers: Your warband may include up to 2

Shanghai'ers

Dragon Monk: Your warband may include up to 1 Dragon Monk, which replaces a Shanghai'er.

Litter Bearers: Your warband may include up to 2 Litter Bearers.

Deck Hands: Your warband may include any number of Deck Hands.

Gunners: Your warband may include up to 7 Gunners.

Martial Artists: Your warband may include up to 5 Martial Artists.

Floordogs: Your warband may include up to 5 Floordogs. Note that you may never have more Floordogs than you have Deck Hands though!

Starting Experience

The **Disgraced Warlord** starts with 20 experience.

Shanghai'ers start with 8 experience each.

A **Dragon Monk** starts with 15 experience.

Litter Bearers start with 0 experience each.

All **Henchmen** start with 0 experience.

PIRATES OF THE CATHAYAN SEA

	Combat	Shooting	Academic	Strength	Speed	Pirate	Special
Disgraced Warlord	✓	✓	✓	✓	✓	✓	✓
Shanghai'er	✓	✓			✓	✓	✓
Dragon Monk	✓		✓	✓	✓		✓
Litter Bearer	✓				✓	✓	✓

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	
Spear.10 gc	
Halberd10 gc	
Double-handed weapon15 gc	
Katana.20 gc	(Heroes only)

Missile Weapons

Belaying Pin3 gc
Pistol15 gc (30 Brace)
Throwing Stars/Knives.15 gc
Crossbow25 gc
Dueling Pistol.30 gc (60 Brace)

Armour

Buckler5 gc
Shield5 gc
Toughened Leathers5 gc
Light Armour20 gc
Heavy Armour.50 gc
Cathayan Plate Armour120gc
Helmet10 gc

FLOORDOG EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2gc
Hammer/Mace3 gc
Axe5 gc
Boat Hook8 gc
Cutlass (Sword)10 gc
Double-handed weapon15 gc

Missile Weapons

Belaying Pin3 gc
Bow.10 gc

Armour

Buckler5 gc
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Toughened Leathers5 gc
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GUNNER EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2gc
Hammer/Mace3 gc
Axe5 gc
Cutlass (Sword)10 gc

Missile Weapons

Pistol15 gc (30 Brace)
Blunderbuss30 gc
Dueling Pistol.30 gc (60 Brace)
Cathayan Candles25+D6 gc
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 Armour20 gc

MONK EQUIPMENT LIST

Hand-to-hand Combat Weapons

Axe5 gc
Spear10 gc
Sword10 gc
Quarterstaff.15 gc
Katana.20 gc
Chain sticks.20 gc

Missile Weapons

Fish-Hook Shot10 gc
Throwing Stars10 gc

Armour

none



1 DISGRACED WARLORD

60 Gold Crowns to hire

A warrior of a high caste and lineage, who suffered disgrace and failure through his actions and the actions of his men. Perhaps he was a royal guard to the Cathayan Emperor, or a fallen samurai without a master. Either way, he is disciplined and stoic in his ruling of the ship.

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

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

SPECIAL RULES

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

0-2 SHANGHAI'ERS

35 Gold Crowns to hire

The expert sailors of the crew, the job of the Shanghai'ers also includes keeping the ship fully manned... meaning if you need someone drugged, sweet-talked, or kidnapped into joining the crew, the Shanghai'ers are your men!

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

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

0-1* DRAGON MONK

55 Gold Crowns to hire

(*replaces one 'Shanghai'er)

A true, dyed-in-the-wool warrior monk from temples of Northern Cathay. Perhaps he was cast out of the monasteries for a scandal, or perhaps was tempted away by the lure of the world and Western treasure. Whatever the reason, the Pirate Crew has a powerful ace up its sleeve.

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

Weapons/Armour: Dragon Monks may be equipped with weapons chosen from the Monk Equipment list. Monks suffer no penalties whatsoever for fighting unarmed and they receive +1 Attack when doing so. They may never wear armor.

SPECIAL RULES

Art of Silent Death: Dragon Monks have become masters of the Cathayan art of open-hand fighting. In hand-to-hand combat, if fighting unarmed, they will cause a critical hit on a roll 'to wound' of 5-6 instead of a 6. If the Dragon Monk

wields a quarterstaff, only the unarmed attacks will cause a critical hit on 5+.

Distaste for Poison: The use of poisons and various drugs is a specialty for dishonourable warriors who would stoop to such ends. Dragon Monks frown on this and may never use any kind of poison or venom.

0-2 LITTER BEARERS

15 Gold Crowns to hire

Private servants from a better time, the Litter Bearers carry luggage and deliver messages for their disgraced masters. The young helpers are bound by honor and contract to follow their masters everywhere, even across the sea to a foreign land.

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

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



DECK HANDS

25 Gold Crowns to hire

Surely, the worst possible assortment of cowards and peasant fishermen ever assembled on one deck. Compared to the hardened warriors of the Empire, Deck Hands are expert seaman... but shoddy and shaky fighters.

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

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

0-7 GUNNERS

25 Gold Crowns to hire

Guns were not invented in the West, but in the East. That being said, the recent developments from the Empire has made the role of the Cathayan Gunner a difficult one, forcing him to learn not one but two schools of weaponry and apply both in the most heated of conditions.

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

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

SPECIAL RULES

Swivel Guns are Dangerous, Lao Xiong!

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 MARTIAL ARTISTS

35 Gold Crowns to hire

Martial Artists are skilled fighters, trained first or second hand by Celestial Monks or Nipponese Ninja. Their powerful leaps and monkey-like agility make them a great asset on a ship, climbing the riggings of enemy ships or even scurrying up the mast.

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

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

SPECIAL RULES

Agile: Martial Artists are highly trained in climbing and maneuvering, as if they always carry Ropes & Hooks. Also, they may re-roll failed Initiative tests when 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 FLOODOGS

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

If you thought the peasants were bad, the Floordogs are even worse... disgusting prisoners forced into servitude. The Cathayans would rarely subject an Easterner into that kind of treatment, so it is normally reserved for the Western devils they meet on their raids.

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

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

SPECIAL RULES

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

Never Gain Experience: Floordogs generally aren't interested in proving their worth to the Deck Hands, they are interested in survival and hopefully escape! Floordogs never gain experience in games.

Rabble: Floordogs do not need to be armed all the same. Each may be given different equipment, but only items listed in the Floordog equipment list. Floordogs can never use magic, or cast spells of any sort, no matter their original background or abilities.

'Wo kao, they got away!' If the Pirate Warband itself Routs, any Floordogs 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 Lao Xiong, they ain't true pirates!' The rest of the Deck Hands barely notice if any Floordogs 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 Floordogs 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.



SPECIAL PIRATES OF THE CATHAYAN SEA SKILLS

Angel of the Sword- When wielding a Katana, a model may choose each round of combat; to gain an extra attack, or to reroll their parry roll. This must be declared at the start of the Combat Phase, before warriors roll for Initiative.

Knowledge of Shadows: Whenever a warrior with this skill charges another warrior who could not see him from the beginning of this turn (either because he was hidden, or he charged by virtue of an Initiative test), this warrior will receive a +1 to hit, and a +1 to Injury Rolls.

Art of the Silent Death: A warrior with this skill may use his bare hands as weapons with no penalties. When doing so he causes Critical Hits on a natural roll of 5 or

6, and he gains an attack as if wielding 2 weapons. At the start of any round, the hero may decide to wield a weapon in any of his hands, though it no longer gains the 5+ Critical hit.

Energy Focus: (*Dragon Monks Only*) If fighting unarmed the Hero may choose to reduce his Attacks by -1 and thus gain +1 Strength in close combat. The monk may sacrifice any number of attacks this way.

Monk Weaponry: Through the tutelage of a Dragon Monk or his own personal studies, the Hero has taught himself the art of Dragon Monk weapons. He may use any hand to hand or missile weapon from the Monk Equipment List, and may learn the skill "Energy Focus."

SPECIAL EQUIPMENT

The following new equipment is from the Border Town Burning Campaign. Any Cathayan Warband may purchase it after warband creation.

KATANA

20 gold crowns- Availability: Rare 10

Katanas are great-swords that are usually used by Cathayan Soldiers and Ronins.

Range: Close Combat; **Strength:** As user +1; **Special rules:** Two-handed, Parry

SPECIAL RULES

Two Two-handed: A model armed with a katana may not use a shield, buckler or additional weapon in close combat. However it gets an additional +1 armour save bonus against ranged attacks if it carries a shield.

Parry: Katanas, despite their great size, can be used for parrying like a sword. When his opponent rolls to hit, the model armed with a katana may roll a D6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow, and that attack is discarded. A model may not parry attacks made with double or more its own Strength - they are simply too powerful to be stopped.

CATHAYAN CANDLES

25+ D6 gold crowns- Availability: Rare 9

Cathayan Candles are explosive sticks, made with black powder and other foreign ingredients. They detonate on impact, igniting objects and bodies with which they make contact.

Range: 6"; **Strength:** 3; **Special Rules:** Thrown weapon, Set on fire

SPECIAL RULES

Thrown weapon: A model using Cathayan candles does not suffer penalties for range or moving.

Set on fire: If you hit with the Cathayan candles roll a D6. If you score a 5+ your opponent has been *set on fire*. They must roll a D6 in the Recovery phase and score a 4+ to put themselves out or they will suffer a Strength 4 hit and will be unable to do anything other than move for each turn they are on fire. Allies may also attempt to put the warrior out. They must be in base contact and need a 4+ to be successful.

CATHAYAN PLATE ARMOR

120 gold crowns - Availability: Rare 11

The Cathayan blacksmiths forge these heavy armours for the noble knights that protect the farmsteads. Especially among the Palace Guard of the Cathayan Emperor the plate armour is very common. The armour covers not only its wearer torso but also his upper arm and parts of his legs.

SPECIAL RULES

Save: A warrior that is wearing a Cathayan plate armour has a basic D6 saving throw of 4+.

Movement: A warrior that is equipped with both plate armour and a shield suffers a -1 Movement penalty.

QUARTER STAFF

15 gold crowns- Availability: Common

Fighting staffs are traditional weapons among the warrior monk brotherhoods.

Range: Close Combat; **Strength:** As user; **Special Rules:** Balanced, Parry, Freestyle

SPECIAL RULES

Balanced: A quarter staff is, especially light and easy to wield. A model armed with a fighting staff gets +1 Initiative in close combat.

Freestyle: Although a staff does not always require two hands to use it cannot be combined with another weapon, shield, buckler, etc. However it can be combined with the Monks bare hand attacks. This means that the Monk is still getting +1 Attack.



CHAIN STICKS

20 gold crowns Availability: Rare 7

Consisting of wooden bars, tied together, chain sticks are enhanced with iron or steel to gain more striking power. Compared to a flail it is light, providing the bearer more flexibility in combat.

Range: Close Combat; **Strength:** As user; **Special Rules:** Flurry, Two-handed

SPECIAL RULES

Flurry: A set of chain sticks allows its wielder to unleash a furious bludgeoning. A warrior armed with chain sticks gets +2 Attacks. This bonus only applies in the first turn of each hand-to-hand combat. Using chain sticks otherwise counts as having two hand weapons.

FISH-HOOK SHOT

10 gold crowns- Availability: Rare 7

Hook shot is a fine rope or chain with a weighted fishing hook or scythe tied to its end. Monks use the range of this curious barbed weapon with deadly precision to cause sword-wielding enemies to fall.

Range: 3"; **Strength:** 3;

Special Rules: Thrown weapon, Precise, Caused fall

SPECIAL RULES

Thrown weapon: Models using a fish-hook shot do not suffer penalties for range or moving as it is designed for short range use anyway.

Precise: A model using a fish-hook shot is so well trained in the use of this weapon that he may attack enemy models that are engaged in close combat. However the hook shot is useless when the monk is engaged in close combat.

Caused fall: Before making his 'to hit' roll, a warrior may declare to try and cause an enemy model to fall instead of causing damage as normal. The warrior must roll 'to hit' as normal and then pass a Strength test. If the test is successful the enemy model counts as *knocked down*.