Based on Mark Havener’s
Dwarf Treasure Hunters, Tom
‘Myntok’ Gabel’s Dwarf Slayer Pirate
Hired Sword, and Dave Joria’s Slayer
Cult warband

The seas are treacherous and unreliable… two
characteristics that Dwarves despise. Therefore,
when shipping goods or arranging transport,
Dwarf merchants and lords hire only the best and
trustworthy Dwarven sailors available. They swear
to protect the cargo or passengers with their lives, and
more importantly, with their honor. Over the
centuries, countless of voyages have transpired without
a hitch, but occasionally the gods will not be so kind,
and the sailors will fail in their contract. Shipwreck,
storm, attack from pirates or monsters, any number of
tings can go wrong to damage their precious haul or
endanger their sworn guest. It matters not if the event
could have been stopped by mortals, any honourable
Dwarven crewmember, upon failure, will immediately
forswear the normal life of a sailor and take up the oath of
the Slayer Pirate.

The Slayer Pirate lives a much more reserved life than
any human pirate. As much as Dwarves love gold, it is
not for the pursuit of a wealth that the Slayers become
pirates. They must regain their honor in death, and only
by facing daunting odds. Because of this, Slayer Pirates
will take risks that no normal pirate would ever dare,
questing after monsters of the deep or steering themselves
into firefight between two navies (and then challenging
both fleets simultaneously!) Because of this, they are
often double as hunters on the high seas, making money
from the bones and blubber of slain sea monsters.

As far as pillaging goes, Slayer Pirates do not generally
attack innocents (unless the captain has a particular
dislike of humans.) They will generally only attack naval
ships, or other pirate ships… nothing tastes sweeter than
robbing a robber! If a pirate attack caused the Captain to
take the Slayer oath in the first place, the Slayer Pirate
will hunt down the offender across the seven seas, and no
storm or serpent can stand in his way. Wise pirates
know to never attack a Dwarf ship out of Barak Vorn,
unless they want a Slayer hounding them and their next
generation.

And of course, Slayer Pirates are the masters of all
drinking. After spending enough years on Sartosa,
Slayer Pirates have developed a sweet tooth for Rum,
although they drink it by the barrel and distill it extra
strong. A drop of Slayer rum in a barrel of water is
strong to make grog for an entire crew of humans, so
foolish is the man who challenges a Slayer in a bar!

SPECIAL RULES
All Slayers are subject to the following special rules:

**Hard to Kill.** Dwarfs are tough, resilient individuals
who can only be taken out of action on a roll of 6
instead of 5-6 when rolling on the Injury chart. Treat a
roll of 1-2 as knocked down, 3-5 as stunned, and 6 as
out of action.

**Hard Head.** Dwarfs ignore the special rules for maces,
clubs, etc. They are not easy to knock out!

**Grudgebearers.** Dwarfs hold an ancient grudge against
Elves from the days when the two races fought for
supremacy in the Old World. A Dwarf warband may
never include any kind of Elven Hired Sword or
Dramatis Personae.

**See You in Davie Jones!** Slayer Pirates seek their
death. If you voluntarily Rout, the number of
Exploration dice you receive is halved, rounded up.

**Deathwish:** Slayers seek an honorable death in combat.
Unless stated otherwise, all members of this are
completely immune to all psychology and never need
to test if fighting alone. This includes Frenzy &
Stupidity.

**Not just any ol’ Toy!** Slayers may never use armour of
any kind, nor use any magic (except Magic Weapons).

**Up Close:** Normal Slayers may only use thrown missile
weapons and different types of pistols. Only Gunners
and the Master gunners may only learn Shooting Skills,
and may any thrown weapons and gunpowder
weapons (no other types.)

**Swabbies:** Slayer Pirates capture Swabbies, as
described in Sartosa 01.pdf. Willing captives join the
Landlubbers, the unwilling become Thaggi.

**Choice of warriors**
A Slayer warband must include a minimum of 3
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 12.

**Slayer Captain:** Each Dwarf warband must have one
Slayer Captain– no more, no less!

**Master Gunner:** Your warband may include 1 Master
Gunner.

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

**Sea TrollSlayers:** Your warband may include any
number of Troll Slayers.

**Gunners:** Your warband may include up to 5 Gunners.

**Landlubbers:** Your warband may include any number
of Landlubbers.

**Thaggi:** Your warband may include up to 5 Thaggi.
You may not have more Thaggi than other Henchmen.

**Starting experience**
A Slayer Pirate starts with 20 experience.
Master Gunners start with 10 experience.
Mates start with 8 experience.
Sea TrollSlayers start with 0 experience.
Henchmen start with 0 experience.
### SLAYER PIRATES

<table>
<thead>
<tr>
<th></th>
<th>Combat</th>
<th>Shooting</th>
<th>Academic</th>
<th>Strength</th>
<th>Speed</th>
<th>Pirate</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Captain</td>
<td>✔️</td>
<td></td>
<td>✔️</td>
<td>✔️</td>
<td></td>
<td>✔️</td>
<td></td>
</tr>
<tr>
<td>Master Gunner</td>
<td>✔️</td>
<td>✔️</td>
<td></td>
<td>✔️</td>
<td></td>
<td></td>
<td>✔️</td>
</tr>
<tr>
<td>Mates</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
</tr>
</tbody>
</table>

### PIRATE EQUIPMENT LIST

#### Hand-to-hand Combat Weapons
- **Dagger**: 1st free/2gc
- **Hammer/Mace**: 3 gc
- **Axe**: 5 gc
- **Boat Hook**: 8 gc
- **Cat O’ Nine Tails**: 8 gc
- **Cutlass (Sword)**: 10 gc
- **Double-handed weapon**: 15 gc
- **Dwarf Axe**: 15 gc (Rare 9)

#### Missile Weapons
- **Belaying Pin**: 3 gc
- **Pistol**: 15 gc (30 Brace)
- **Dwarven Pistol**: 30 gc (60 Brace)
- **Harpoon (Javelin)**: 5 gc
- **Throwing Axe**: 15 gc

#### Armour
- **None**: None

#### Miscellaneous Equipment (Heroes Only)
- **Rope & Hook**: 5 gc

### THAGGI EQUIPMENT LIST

#### Hand-to-hand Combat Weapons
- **Dagger**: 1st free/2gc
- **Hammer/Mace**: 3 gc
- **Axe**: 5 gc
- **Boat Hook**: 8 gc
- **Cutlass (Sword)**: 10 gc
- **Double-handed weapon**: 15 gc

### SLAYER SKILLS

#### SPECIAL SKILLS

**Death Wish**: The hero is completely immune to all psychology and never need to test if fighting alone. ([Landlubbers & Gunners Only. See 'Landlubbers' or 'Gunners' for special rules.)

**Gloryseeker**: As long as the Pirate is engaged in combat with a Fear causing model, he gains +1 Attack in each round of combat. He only gains one attack from this skill, even if facing more than one Fear causing opponents.

**Ferocious Charge**: The Slayer may double his attacks on the turn in which he charges. He will suffer a -1 'to hit' penalty on that turn.

**Leviathan Slayer**: Slayer will always wound on a 5+, after applying bonuses and penalties. If he would normally need a 4+ or lower to wound, the Slayer causes a critical hit on a natural 5+. Hand to Hand Combat only.

**True Grit**: Dwarfs are hardy individuals and this Hero is hardly even for a Dwarf! When rolling on the Injury table for this Hero, a roll of 1-3 is treated as knocked down, 4-5 as stunned, and 6 as out of action.

**Thick Skull**: The Hero has a thick skull, even for a Dwarf. He has a 3+ save on a D6 to avoid being stunned. If the save is made, treat a stunned result as knocked down instead.
1 SLAYER CAPTAIN
85 gold crowns to hire
The hardest worker on the ship, who decides which fights to fight and which monsters to hunt (in both cases, the answer is usually ‘all of them!’)

M  WS  BS  S  T  W  I  A  Ld  
3  5  4  3  4  1  3  1  9

Weapons: A Slayer Captain may be equipped with weapons chosen from the Pirate equipment list.

SPECIAL RULES
Leader: Any models in the warband within 6” of the Slayer Captain may use his Leadership instead of their own.

0-1 MASTER GUNNER
50 gold crowns to hire
Master Gunner does not mean merely knowing which part of the gun to point with. It is his job to keep cannonballs free of rust, and keeping gunpowder dry.

M  WS  BS  S  T  W  I  A  Ld  
3  4  3  3  4  1  2  1  9

Weapons: A Master Gunner may be equipped with weapons chosen from Gunner equipment list.

SPECIAL RULES
Expert Weaponsmith: A Master Gunner is a master of mechanical devices. By using stronger construction materials and time-tested secrets of Dwarf Engineering, a Master Gunner can increase the distance the warband’s missile weapons can shoot. All of your warband’s Pistols (any type) have their range increased by 3”, and all Blunderbusses (any type) are increased by 6”. Any range increases are only maintained as long as the Master Gunner remains with the warband and was deployed this game.

0-2 DWARF MATES
50 gold crowns to hire
The toughest scrappers on the ship, besides the captain. They are tough enough to solve any dispute, and are always sober in a fight.

M  WS  BS  S  T  W  I  A  Ld  
3  5  3  3  4  1  2  1  9

Weapons: Mates may be equipped with weapons chosen from the Pirate equipment list.
SEA TROLLSLAYERS
40 gold crowns to hire
Fearless fighters of the seas, each having slain one or more savage Sea Trolls, that dwell off the Barak Vorn coast. They make up the bulk of the crew, and are the finest dwarf sailors in or around Sartosa.

<table>
<thead>
<tr>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>I</th>
<th>A</th>
<th>Ld</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>4</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>1</td>
<td>2</td>
<td>1</td>
<td>9</td>
</tr>
</tbody>
</table>

Weapons: Sea TrollSlayers may be equipped with weapons chosen from the Pirate equipment list.

0-5 GUNNERS
40 gold crowns to hire
In a past life, they were thunderers or quarellers. To Slayers, ranged weapons are not a way to overcome a foe; the role of the Gunners is to provoke their opponent into coming closer, so they can be sliced to pieces with cutlasses.

<table>
<thead>
<tr>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>I</th>
<th>A</th>
<th>Ld</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>1</td>
<td>2</td>
<td>1</td>
<td>9</td>
</tr>
</tbody>
</table>

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

Skittish: As newly crowned Slayers, Gunners do not have the skill ‘Death Wish’, and suffer psychology like normal. When a Gunner gains ‘That Lad’s Got Talent’, instead of making an immediate roll on the Hero Advance Table, he MUST learn ‘Death Wish.’ Death Wish may be learned even if the Gunner does not choose Special skills as one of his two skill lists.

LANDLUBBERS
25 gold crowns to hire
Weak and easily frightened crewmembers, new to the life of the Slayer Pirate. They are pulled from young dwarf sailors that have recently taken the oath, or seasoned Trollslayers who have yet to gain their sea legs and shiver at the sight of a storm cloud.

<table>
<thead>
<tr>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>I</th>
<th>A</th>
<th>Ld</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>1</td>
<td>2</td>
<td>1</td>
<td>8</td>
</tr>
</tbody>
</table>

Weapons: Sea Landlubbers may be equipped with weapons chosen from the Pirate equipment list.

Skittish: As newly crowned Slayers, Landlubbers do not have the skill ‘Death Wish’, and suffer psychology like normal. When a Landlubber gains ‘That Lad’s Got Talent’, instead of making an immediate roll on the Hero Advance Table, he MUST learn ‘Death Wish.’ Death Wish may be learned even if the Landlubbers does not choose Special skills as one of his two skill lists.

0-5 THAGGI

Special Recruitment rules (see above)
The Thaggi are dwarfs that are murderous traitors, failing their race through treacherous action or cowardly inaction. They do not willingly join the Slayers to regain their honor, but are given to the Slayer pirates by Dwarf keeps to do with as they see fit. The Pirates are to take them off to a far off realm, keep them as part of the crew, or more often than not, take them to a deserted isle and leave them to die. They are tougher than men, but spineless compared to Dwarfs. Often humans, who quickly learn to toughen up or run away at the first chance, will fatten the ranks of Thaggi.

<table>
<thead>
<tr>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>I</th>
<th>A</th>
<th>Ld</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>1</td>
<td>2</td>
<td>1</td>
<td>6</td>
</tr>
</tbody>
</table>

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

SPECIAL RULES
Not Hired: Thaggis are not hired, they follow the special ‘recruitment’ rules above.

Never Gain Experience: Thaggis generally aren’t interested in proving their worth to the crew, they are interested in survival and hopefully escape! Thaggis never gain experience in games.

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

‘Kruk, they got away!’ If the Slayer Pirate Warband itself Routs, any Thaggis 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 dwarves!’ The rest of the crew barely notice if any Thaggis 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 Thaggis 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.