



SLAYER PIRATES

Based on Mark Havener's Dwarf Treasure Hunters, Tom 'Myntokk' 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 things 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 firefights 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 three generations.

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						
	Combat	Shooting	Academic	Strength	Speed	Pirate	Special
Captain	✓		✓	✓		✓	✓
Master Gunner	✓	✓				✓	✓
Mates	✓			✓		✓	✓

PIRATE EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2gc	
Hammer/Mace3 gc	
Axe5 gc	
Boat Hook8 gc	
Cat O' Nine Tails8 gc	(Heroes only)
Cutlass (Sword)10 gc	
Double-handed weapon15 gc	
Dwarf Axe15 gc (Rare 9)	

Missile Weapons

Belaying Pin3 gc
Pistol15 gc (30 Brace)
Dwarven Pistol30 gc (60 Brace)
Harpoon (Javelin)5 gc
Throwing Axe15 gc

Armour None

Miscellaneous Equipment (Heroes Only)

Rope & Hook5gc
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THAGGI 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
Harpoon (Javelin)5 gc

Armour

Buckler5 gc
Toughened Leathers5 gc

GUNNER EQUIPMENT LIST

Hand-to-hand Combat Weapons

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

Missile Weapons

Belaying Pin3 gc
Pistol15 gc (30 Brace)
Dueling Pistol30 gc (60 Brace)
Dwarven Pistol30 gc (60 Brace)
Harpoon (Javelin)5 gc
Throwing Axe15 gc
Blunderbuss30 gc

Double-barreled Blunderbuss 60 gc (Heroes only)

Armour None



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 hardy 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.





HEROES



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.





HENCHIMEN (BOUGHT IN GROUPS OF 1-5)



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.

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

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.

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

Weapons: Gunners may be equipped with weapons chosen from the Pirate 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.

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

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.

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

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.