SARTOSA ADD ON

A compilation of new material, scenarios, and House Rules
to make your Sartosa campaign all the more 'Piratey'.

Note: Unless stated otherwise, all rules listed below are house rules- they are added or ignored as
your group desires. You should apply them all of them without first glancing them over- in fact,
some of them are contradictory!

HOUSE RULES
Different modifications, to make the general rules as easy (or as hard) as you please!

'Ow's Dis Werk?' House Rule - by Catferret -
An inclusive and explosive house rule that's PERFECT for short campaigns

In this House Rule, use the following sub-rules:
Familiar: All players who have Blackpowder Weapons on their Equipment list buy it for full
price and do NOT use the Optional Misfire rules unless the weapon specifically says so (ex.
Swivel Gun.)
Unfamiliar: All warriors are able to use any Blackpowder Weapon they stumble across (unless
they are not allowed to use any form of missile weapon.) However, whenever a warrior is using
a powder weapon that is not on his Equipment List, and he rolls a 1 to on a To Hit roll, that
warrior rolls on the Blackpowder Misfire Chart. (The exceptions to this rule are the Hochland
Long Rifle and the Swivel Gun, which still require Weapons Expert.) Learning "Weapons
Expert" or Pistol Expert will remove the misfire condition for missiles/pistols respectively.
Item Swap: When using the "Ow's Dis Werk?" House Rule, Refined Powder is removed from the
Equipment list. Whenever a crate or event gives you a Refined Gunpowder, it gives you Superior
Gunpowder instead.

Trigger Happy House Rule
More pistols = more fun.
An extended list of which warbands can start with blackpowder weapons. This version is listed
in the "Warbands" section below.

Weather House Rule - "Bloody Weather!"
A way to keep the weather a little more unpredictable
        Weather changes several times during the game. Keep track of the number of rounds that
the weather has been in effect. At the start of the second round, the weather changes on a 6+. At
the start of the third round, it changes on a 5+. Keeping adding +1 each round, to a max of 2+.
Once the weather changes, start back at '1' for the number of rounds, and slowly build back
again. Reminder: if weather makes your powder wet, it remains wet even after the weather
changes, unless the weather specifically says the powder dries ('Baking Hot', 'Dry'). Note: Round
1 means after set-up, but before anyone has moved.

These House Rules for Diving Charges are ideal for certain swashbuckling scenarios (Last Orders, King of the Hull, Boarding Action). However, should you wish, you are certainly allowed to add them any and every Scenario.

Warriors may always attempt a Diving Charge from any elevated position, irrespective of the height of the object jumped from (meaning there is no minimum or maximum height restriction, so long as the charger has a slight elevation.) A warrior must always take at least one Initiative test when making the diving charge, and for the sake of taking fall damage, the minimum fall distance is considered to be 1" (ex. a warrior diving from ½" height still takes an Initiative test. If he fails, he takes 1D3 S1 hits, as if he fell from a 1" height.)

Also, a model with the skill 'Leap' may attempt t
o make his leap off of an elevated position, adding it to the horizontal range of his diving charge; this makes the model able to charge any opponent who is within 1D6+2" of the charger's landing spot, instead of 2". Note that the charger has to declare his charge and commit to the jump before rolling to see how far the leap carries him! If the leap roll is low enough that it does not cover all of the distance, the diving charge automatically fails: roll for fall damage.

NEW SWABBIE RULES
Personalize your galley slaves to your black heart's content!

"I Yam What I Yam" House Rule - Pressganging Crew Members of Different Races
Ever convince an Orc to join, surprised that he became an Elf? Try this on for size…

This rule should be decided to be used across the board, at the beginning of the campaign. Whenever your captain successfully convinces enemies of a different race to join your crew, that new recruit does NOT gain the stats and race of his captors. Instead, he keeps his current race, and becomes a "Crew" member henchman with a stat-line appropriate for his type *(Ex. An Lothern Captain convinces a Reikland Champion to join. Instead of becoming a member of the Ship's Company [an elf], he becomes a Crew [from the Human Pirate warband].)*

The easiest transitions, of course, come from the races that already have pirate variations, such as:

Humans: Crew (from Human Pirates warband)
Dwarves or Chaos Dwarves: Beardlings (from Dwarf Treasure Hunters) or Landlubbers (from Slayer Pirates Warband)
Elves (Dark, Wood, or High): Ship's Company (from Lothern Sea Patrol)

For other races, try to find a basic henchmen that is around 25gc worth of cost (20-30gc is also acceptable). Some other recommendations:

Orc: Orc Boyz (from Da Mob)
Skaven: Verminkin
Beastman: Ungor
Lizardmen: Skink Brave (for a Saurus, give him -1 S, and he loses his Bite attack)
Goblin: Goblin Goon (same as goblin warrior, but WS3 and Ld6. Suffers animosity)

Irreconcilable Differences: Some conversations work out wonderfully- for example, an Orc

joining a bloodthirsty Khorne ship makes a decent amount of sense. If a willing recruit makes no sense whatsoever (ex. A Dwarf joining an Orc crew), then you may instead choose to gain a crew member of your own race (in this case, your Dwarf "becomes" an Orc.) This is explained by the Orc captain "trading in" the captured warrior for an equally strong warrior. The Leaderhsip test from the captain represents him not convincing the captive to join, but using his silver tongue to dupe the warrior in one way or another. Maybe it's the old "just get on dis boat, it'll take you ROIGHT back to ya mates," or the classic, "Just 'ow much IS the bounty on yer 'ead, and where would someone collect it?"

Swabbies of Other Nations
Have a Halfling Pirate in your campaign? Or a Beastmen Buccaneer?

If you are playing a warband that is able to recruit Swabbies, with the help of the 'Novice Pressganger' skill, or the 'Create your Own Pirate' (see rules in the Warband Section below), do not feel restricted to the races set out in the Sartosa PDF and the stats above. Here are a few more Swabbies for your own needs!

	M	WS	BS	S	T	W	I	A	Ld
Orc	4	2	2	3	4	1	2	1	6
Halfing	4	1	3	2	2	1	4	1	7
Ungor	5	2	2	3	3	1	3	1	5
Skeleton	4	2	1	3	3	1	1	1	4
Skink	6	2	2	3	2	1	4	1	5

Feel free to create Swabbie rules for whatever is appropriate for the warband. Such 'do-it-yourself' Swabbies must be unanimously approved by the entire gaming group, and should be built to be equal to the original Human Swabbie rules, as well as with a sense of fairness. In general, M, WS, BS, I, and Ld are all worth about 5gc to raise and lower, while S, T, W, and A raise or lower the cost by about 10gc.

Willing members will join a non-animal henchmen type that is worth 25gc or less (if there are none, see the 'Create your Own Pirate' rules in the Warband Section.) If there's none, you're always allowed to take Swabbies (even with willing recruits).

Likewise, if the recruiting warband has an appropriate non-animal henchmen type that is worth 15 or less at base value (Arabyan Tribes and Relics' Slaves; Ogre Maneaters and Gnoblars), they may be chosen instead with group permission. They retain all of the normal rules and restrictions for that henchmen type.

 "Just You Wait!" – Rescuing Swabbies
Time to get your kidnapped members back!

If your group agrees, it is possible for a player to attempt to rescue back swabbies that were former members of their warband. You may play the "Rescue" scenario, by Pete Rejowski. The following changes are made to the scenario when rescuing swabbies:
If rescuing a hero or henchman that was caught at the end of the last game, all of his gear is in the central building as the scenario describes. If the captured warrior has been a swabbie for one or more games, then the only gear stashed near him is the equipment he carries as a swabbie.
For the rescue scenario, the swabbie to be rescued does not count as being part of any player's

warband, and starts tied up. When he is freed, he is controlled by the attacking player as normal. The swabbie uses his swabbie stats for the duration of the game. If the attacker reclaims the swabbie, he regains his original stats after the Rescue scenario is finished (once he's had a chance to fatten himself back up.)

You may only rescue Swabbies and other members unwilling to join the opposing warband. Members that willingly join the opponent and become part of the Crew (or similar group) may NOT be rescued… they've turned-coat!

Likewise, you may also play this immediately after a Swabbie ran off (due to the "Blimey He Got Away!" rule). If so, you caught up with the fleeing swabbie moments after his former captor caught up with him. If you fail to get him back, he's added back on to the captor's warband list, having been enslaved once more!

NEW EXPLORATION

If using the rules for 'Trained Monkey' (see the New Equipment section below), the Exploration result for '55555 –Fruitful Isle' now reads:
'Fruitful Isle – Gain 1D3 Cargo. You may also gain 1D3 parrots, OR 1 Trained Monkey.'

NEW EQUIPMENT
A few items to add to the 'Sartosa Trading List'.

Trained Monkey – Miscellaneous Item

While there are some monkeys, apes, and similar primates out there that are as savage and strong as a wardog, most pirates are drawn to the smaller variety. Like any good pirate, they are expert climbers, thieves, and run any from nearly everything. They follow all of the rules for Wardogs (the equipment), with the following changes:

Cost: 20+ 1D6gc, Rare 9*
May be hired by any Warband

*(Rare 11 in any Setting other than Sartosa, Khemri, Relics, Lustria, Border Town Burning, Southlands, and Ind.)

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

Weapons: The Monkey fights weaponless in hand to hand combat without penalty. Also, he may throw Improvised Missiles at opponents in the Shooting Phase (treat as 'Belaying Pins'. May not be looted or given to another warrior.)

SPECIAL RULES
Go'fer!: Monkeys can be very useful at picking up small items. They may pick up any

Valuable or Wyrdstone shard, although they may only carry one at a time. They may not carry heavy objects (Cargo, Treasure Chests, ladders), nor may they search buildings for hidden items. As they can only carry one such item at a time, they must hand it off to warrior in your warband before they can fetch and carry another item. Neither the monkey nor the handed-off hero receives Experience for the Shard/Valuable found.
Climbers: Monkeys are brilliant climbers, and count as having the Speed Skills 'Scale Sheer Surfaces' and 'Acrobat.'
Highly Insignificant: Trained Monkeys count towards the number of warriors in a warband but are not considered for Rout tests - neither for determining the initial warband size nor as lost models.

Stegadon Gun

When the first reports came of gargantuan lizards in the New World, people assumed they were exaggerated… but when physical evidence of the Stegadon made it back to the Empire, every big game hunter started itching for the greatest trophy ever. They commissioned powerful new guns to be built, ones that can pierce the toughest hide.

Price: 200gc *(If using the optional Blackpowder rules, the price is 160gc)*
Availability: Rare 9 in Sartosa, Rare 11 in all other settings
(when it doubt, it's the same availability and price as a Hunting Rifle)
Maximum Range: 24"; **Strength:** 5;
Special Rules: Prepare shot, Move or fire, Save modifier, Already Superior
SPECIAL RULES
Prepare shot: A stegadon gun takes a complete turn to reload, so you may only fire it every other turn.
Move or fire: You may not move and fire a stegadon gun in the same turn, other than to pivot on the spot to face your target or stand up.
Save Modifier: Stegadon guns are even better at penetrating armor than their Strength 5 suggests. A warrior wounded by a handgun must take its armour save with a -3 modifier.
Already Superior: You may not use Superior Gunpowder in a Stegadon Gun… it's as powerful as it's going to get! You may use Refined Gunpowder as normal.

Dread Ship – Created by Long John Silver

Any Evil warband may purchase a Dread Ship- this represents a dark sorcerer binding a demonic or spiritual presence within the craft, giving it a life of its own. This will increase the cost by 25% and decrease the speed of the craft by -1 M, but does not require a helmsman. In fact, the boat can move even when there is nobody on it! Likewise, the boat is captured by an enemy during a game, the enemy helmsmen must pass a Leadership test- if he succeeds, the capturer may move the boat this turn. If he fails, the owner may control it this turn. If the boat ends the game in the possession of the enemy, it is not added to their roster. Instead, roll 1D6: on a 3+, the boat returns to you. On a 1-2, the boat is destroyed or dispelled.

Fire Bombs – by Nicodemus Kyme
(Okay, not a "new" item, but new to the City of Pirates.
The rules have been reprinted for convenience).

Designed by the dwarf engineers of the Worlds Edge Mountains, fire bombs are a rare and deadly weapon. A small batch of gunpowder is sealed within an iron casting with a short fuse fed into it. When lit, the thrower has only seconds before the gunpowder ignites and explodes. This can often prove to be dangerous, as if the fire bomb is fused incorrectly it could be the thrower who finds himself amidst the explosion...

Cost: 35+2D6gc, Rare 7 (9 outside Sartosa)
May be used by any warband except for Shadow Elves, Wood Elves, Forest Goblins, and Savage Orcs

The fire bomb may be thrown in the Shooting phase in the same way as blessed water (p53 Mordheim rulebook). If the bomb lands on target, the warrior hit takes D3 Strength 4 hits with no saves for armor and all warriors, friend or foe, within 1" of him take 1 Strength 3 hit with saves as normal. If the throwing warrior rolls 1 when rolling to hit, the bomb misfires and explodes just as if the throwing warrior had been hit by his own fire bomb. Fire bombs are one use Miscellaneous items, and may not be used by henchmen.

"Sharpen Yur Boat Hooks!" – Boat Hook House Rule
Tired of Boat Hooks? Here's a simpler variant:

You may decide, at campaign start-up, to treat all Boat Hooks as spears. If so, Boat Hooks are no longer a separate item, but a fancy name for a spear (ex. Just like a mace and a hammer are the same thing!) Thus, any models that have "boot hooks" on their equipment list may use any spears they find, and any Cargo or event that grants a boot hook gives a spear instead.

WARBANDS
Some mods for the warbands and their equipment lists.

Trigger Happy – Equipment List House Rule
Make your warbands more pirate-y with an extended equipment list!

While in a Sartosa Campaign setting, all warbands which have 'Crossbow' on their Equipment lists may also have 'Handgun' added on to the Starting Equipment list (which means that Handguns may be used without requiring 'Weapons Training'.) This applies to all warbands (not just the new 'Sartosa' warbands), and to both Heroes and Henchmen lists.

Likewise, the following warbands have 'Pistol/Pistol Brace' added on their equipment lists, which may be used by HEROES only. They do not require Weapons Training nor the Pirate Skill, 'Pistol Expertise'. As usual, if the hero cannot use weapons (ex. Possessed) or cannot use missile weapons (Dwarf Slayer Hero), he may not use Pistols.

'Pistol Packing' Warbands:
Rulebook: Cult of the Possessed, Witch Hunters, Undead, Skaven, Orcs, Carnival of Chaos
Lustria: Tileans
Khemri: Araby Tomb Raiders
Nemesis Crown: Hochland Bandits, Dwarf Rangers, Black Orcs
Relics: Arabyan Tribe, Clan Skyre (Pistols & Warplock Pistols), Slavers
Border Town Burning: Battle Monks (Soldier Equipment)

Well-Stocked Henchmen - House Rule (Von Kurst)
Who says heroes should have all of the fun?

All Pirate warbands and Hired Swords have Rope & Hook added to their equipment lists. Likewise, Human Pirate Gunners (including Cathayan) and Slayer Pirate Gunners also have Greatcoats and Powder Flasks added to their lists. This is an exception to the rule that henchmen cannot use Miscellaneous items.

Make Your Own Pirate Warband – How to Guide
Use the following rules can be used to create your own Pirate or Navy Warbands.

1. Foundation: Start with a base warband. While not essential, the best warbands are those that:
- Have little/no magic or prayers.
- Have some access to missiles.
- Have a low number of animals (Why? Because Warhounds are useless at tying rigging!)

2. Pistol Packing: Add blackpowder weapons to the equipment list. Pistols and handguns are essential, while blunderbusses are allowed for any Marksmen group. There are plenty of neat items in the Sartosa equipment section, plus some very creative racial weapons (Warplock Pistol for Skaven; Booma Pistol for Orcs [see the Orc Captain hired sword]). Please keep in mind the restrictions of the troop type and the warband; a Chaos Marauder Pirate warband turned Piratey may be armed with pistols, but is unlikely to wield Hochland Long Rifles. After that, add more Piratey equipment from Sartosa Equipment list: Belaying pins, Hook hands & Toughened Leathers are great additions. For most lists, Boot Hooks should replace spears (unless you're an Elf, of course.) Consider adding a single miscellaneous items to the starting list as well, suited to the warband's particular weakness; a Nation's Colors banner for Skaven, Ropes & Hooks for Dwarves, Lucky Charms for Halflings, etc.

3. To Swivel or Not to Swivel: Note that the above section on 'added Blackpowder weaaons' does not apply to Swivel Guns, which are restricted to Humans. In deference to the original Hickelbury Pirate warband, all New Human Pirate warbands may not START with a swivel gun at formation, but must buy it after creation. For the sake of fairness, judge whether or not your warband 'needs' the Swivel gun to be strong (ex. a Possessed Warband is 'technically' a human warband, but with access to 2 Possessed heroes, 2 mutant heroes, a spellcaster and beastmen, they don't really NEED one.) If your new human warband does not seem overpowered with the addition of the Swivel Gun, it is added to the equipment list of a HENCHMEN group (a marksmen group is best, if available.) They gain the rule 'Swivel Guns is Dangerous, Matey' (see the Human Pirate Warband, PDF 04a). Also, if your non-human warband is a VERY handicapped warband (ex. Halflings, Gnoblars, Snotlings), you are allowed to field a Swivel Gun with your group's permission, despite the fact that they are not Human.

4. Add the Pressgang skill. This allows the warband to recruit willing members into a 'Crew' henchmen group, and unwilling members into a 'Swabbie' group.

4a. The Crew: If your warband already has a non-animal henchmen group that is worth exactly 25gc each, then you are in luck; they make perfect Crew. However, if your warband contains no henchmen groups that are exactly 25gc (ex. Skaven, Witch Hunters, Chaos Dwarves), raise or lower stats until they seem 'fair' for a 25gc value. For the most part, M, WS, BS, I, and Ld are all worth about 5gc to raise and lower, while S, T, W, and A raise or lower the cost by about 10gc. If there exists a 25gc henchmen group in another warband with the same race, it is encouraged to reference existing warbands before creating your own from scratch. (For example: in trying to create a Chaos Dwarf Pirate Warband, it would make sense to transpose the 'Beardling' rules from the Dwarf Treasure Hunter warband, rather than creating a new group with no point of reference.)

4b. Swabbies! If there are already Swabbie rules for your race, the other half of your job is done. This works just as well if there is already a non-animal henchmen group worth 15gc or less (Goblins in Da Mob; Slaves in the Arabyan Tomb Raiders.) This can also be extended to non-animal henchmen which can be purchased from the Equipment list (Slaves in Relics; Gnoblars in Border Town Burning - For the sake of Gnoblars, treat them as worth 15gc rather than 15+1D6gc.) If no racial rules exist, see the 'Other Racial Swabbies' rules above in this document. When building your own, make sure you use the original Human Swabbie as a basis, adding and subtracting stats until the price is equal to the original Swabbie. In general, M, WS, BS, I, and Ld are all worth about 5gc to raise and lower, while S, T, W, and A raise or lower the cost by about 10gc.

5. Pirate or Navy? A powerful question. Here's the difference:
- Pirates: All heroes have access to Pirate Skills. May purchase any type of banner.
- Navy: Only the captain has access to Pirate Skills, and the only banner you can buy is "Nation's colors". However, the Captain starts with Hatred to all pirates, and any hero may learn "Hatred of Pirates" as a skill! (Any great warband can make a great Navy, but Reiklander and Tilean work best of all!)

6. Playtest it, write it up, and send it into 'Styroheim'! Be sure to include comments from the other players in your group, whether you're a fluffy or competitive group, and, most importantly, the names of the creators. Email them 'dave.joria@gmail.com'.

Rites of the Cursed - Ghost Pirate Optional Rules
Does your undead warband reek too much of the living? That's easy enough to fix…

Most members of the Cursed are enslaved, unfortunate souls who pray each night be relieved from their suffering. If a Cursed takes to the life, however, he may find himself hungering for something dark, answering the whispers he hears in the shadows.

Rites: Any Cursed Model that becomes promoted to a hero does not roll for advancement immediately- instead, he must pick one of the three Rites below. Once he has picked a rite, he may pick the corresponding Final Rite as a skill choice during any future advancement. Once a model has taken a rite of any type, he may not take a different rite (ex. After taking Rite of Flesh, may not take Rite of Bone or Rite of Soul.)

Sea Singers: Sea Singers may learn the Rite of Soul, Bone, or Flesh as a skill advancement. She may also take the corresponding Final Rite as a future advancement. If she gains Fear, any model that is affected by Allure is not affected by Fear as well (they do not stack).

Rite of Flesh: If your hero takes an enemy model out of action in hand to hand, he gains +1 Attack for the rest of the game. This ability has no effect if your model has reached his maximum Attack characteristic. (Ex. If a Human has an Attack stat of 3, he gains +1 attack for taking an enemy out of in hand to hand. If he has an Attack stat of 4, he does not gain an attack bonus.)
Final Rite of Flesh: The hero causes Fear and has the same maximum stats as a Ghoul. He now counts as a Ghoul (this does not prevent him from using weapons).

Rite of Bone: The hero now gains the rule "No Pain" (treats knocked down as stunned).
Final Rite of Bone: The hero now causes Fear, May Not Run, and is Immune to Psychology and Poison. Counts as Undead and a Skeleton.

Rite of Soul: The hero is now Immune to Psychology.
Final Rite of Soul: The hero now causes Fear, is Immune to Psychology, Immune to Poison, and gains all of the benefits and penalties for Ethereal (including weapon restrictions). Counts as Undead and a Ghost.

Ghost Pirate Special Skills – Optional Rules
Tired of Vampires getting all of the cool skills? Hit them with Ghost power!

Phantom Presence – Ghosts Only. The hero's Ethereal save is increased from 4+ to 3+.

May only be taken by a hero with 20 or greater experience.

Immaterial – Ghosts Only. The ghost may reroll all failed Leadership Tests when running through terrain or walking on water once. You may not reroll a reroll.

Depthspeaker – Sea Singer Only. At the beginning of each game, you may deploy 1D3 Bloated for free, using the default Bloated stats from the Ghost Pirate list. They do not count towards your warband maximum size or to the maximum allowed amount of Bloated, but they are added to your Warband Rating as normal. These Bloated do not carry any equipment, and only last for the duration of the game, at which point they fall apart.

Watery Grave – Skeletons Only. The Skeleton counts as Aquatic. They may not double their movement when charging through water (if moving in and out of water while charging, treat the water as "difficult terrain" for the Skeleton while charging.)

NEW HIRED SWORDS
You can't buy loyalty… but you can rent it!

Swashbuckler – by Daniel "Ethlorien" Logee
(okay, he's a reprint- but we mentioned him enough, it made sense to repost him)

30 gold crowns to hire +15 gold crowns upkeep
Swashbucklers live for adventure. The more risky the quest, the better. While gold is a definite bonus, a true Swashbuckler joins a warband for the glory.
May be Hired: any non-evil warband may hire a Swashbuckler.
Rating: a Swashbuckler increases a warband's rating by +16 points, plus 1point for each point of Experience.

	M	WS	BS	S	T	W	I	A	Ld
Swash	4	4	3	3	3	1	5	1	8

Equipment: Rapier, dagger, light armour, duelling pistol
Special Rules:
Acrobatic: as a Swashbuckler relies on their dexterity, they have extremely good balance. As such, a Swashbuckler need not make an initiative test when he is wounded and within 1" of a building edge.
Nimble: a Swashbuckler is used to climbing in and out of windows, as well as running along rooftops. To reflect this, a Swashbuckler may run or charge while climbing.
Charismatic: because of the Swashbuckler's sheer attractiveness, any opponent from the opposite sex (Sisters of Sigmar, Amazons), must make a leadership test if they wish to charge him.
Skills: a Swashbuckler may choose from the Speed, Shooting, and Combat skills when he gains an advance. If a Swashbuckler takes the Scale Sheer Surfaces skill, not only does he benefit from not needing to make an initiative test to climb, he also gains a further D3" worth of charge of run movement when doing so.

*Master and Styro conceived of many DPs for the Sartosa campaign, but a few didn't make the final cut…
so we're presenting them again, along with few new personalities*

Redbeard, Sea Dragon Slayer
Dwarf Slayer of the High Seas

As a cocky young fleet commander, he was cocky and dangerous… but when a great white sea serpent destroyed his craft in the blink of an eye, the captain forsake his name and vowed to hunt the monster down. He became Redbeard, one of the most fearsome of Slayer Pirates. While he did eventually catch up with the dreaded Moby Drake, his vengeance was not sated- he now seeks Drake's mother, kin, and every last sea dragon in existence, even if- or rather, especially if- it leads to his own doom!

Cost: 75 gc to hire, 35gc upkeep
May be hired by: Mercenaries, Human Pirates, Slayer Pirates, Dwarf (but not Chaos Dwarf), Outlaw Human, Norse and Halfling Warbands. May not be hired by Elves, Evil Warbands (not including Norse), or any 'Law-abiding' warbands, (such as Sisters of Sigmar, Witch Hunters, Gunnery School, Outriders, etc).

Rating: Redbeard increases your warband rating by 60 points.

	M	WS	BS	S	T	W	I	A	Ld
Red	3	6	4	4	4	2	3	3	10

Equipment: Redbeard is armed with Two Swords, an endless number of Pistols (which have Superior Gunpowder), Rope and Hook, a Whalebone Charm, and a Harpoon (8", user's strength, no penalty for moving and throwing.) He also wears the hide of the Moby Drake, the fiercest Sea Dragon, which counts as a Sea Dragon Cloak (5+ save in HTH, and 4+ save from missile attacks, modified as normal.) This does not break the rule that a Slayer may not wear armor (he treats it as a trophy, rather than protection.)

SKILLS: Pistolier, Leviathan Slayer (Slayer Pirate), Impenetrable Defense (Pirate)

SPECIAL RULES:
Immune to Psychology- Redbeard, like all Slayers, immediately passes any Psychology test.
Dwarf – As a Dwarf, Redbeard gains the benefits of Hard to Kill and Hard Head.
Festooned with Pistols - Redbeard never runs out of pistols, nor needs to reload. The exception is combat, when he is too busy to draw fresh pistols. See the 'Slayer Pirate' Hired Sword by Myntok for more details.
Master Harpooner - Redbeard is so skilled with a Harpoon, that he may throw it 16" instead of the normal range of 8". If he throws it past 8", he suffers a -1 to hit from range as normal.
Eager Fighter - Redbeard, when charging, moves three times his Base movement instead of 2 times.

Wong-chun Li, the Drunken Master
[Note: Malte and I (Styro) love this guy, but there didn't seem room for him in the last supplement. He showed up in the Last Orders scenario, but nowhere else- well, here is is, down on his luck, and looking for employment!]

An extremely skilled fighter from the far East, Wong-chun is the like a hurricane that smiles warmly before

it hits. He was born the son of a peasant farmer, but would spend the majority of his life training in the martial art of Drunken Boxing, a style that enables a fighter to move fluidly and randomly, making his attacks harder to predict. The consumption of alcohol is not necessary to perform the technique, but Wong-chun Li has drop by drop melted into an alcoholic. Shaming his family with his addiction, he journeyed further and further West, testing himself against the fighters of the lands along the way. Weaponless and intoxicated, he has grappled with Tilean gladiators, Empire wrestlers, Norsca Bearmen, and all sorts of rough and tumble fighters. He frequently visits Sartosa, finding a small comfort in the roar of the sea, the abundance of rowdy opponents, and

the cheap booze.

Hire Fee: 70 gc. He never work for the same warband twice in a row.

Rating: Wong-chun raises a Warband's rating by 60 points.

May be hired: By any non-chaotic Human Warband. Pirates of the Cathayan Sea and Warbands from Border Town Burning do not need to roll for Initiative to find Wong-chun, as he'd eager to work with them.

	M	WS	BS	S	T	W	I	A	Ld
Wong	3	4	3	4	3	2	2	1D3	8

Weapons and Equipment: None.

Skills: *Step Aside, Dodge, Jump Up, Sprint. Art of Silent Death*

Special Rules:

Swaggering: Wong-chun gains +1 on all Step Aside and Dodge rolls.

Drunken Strikes: Each round of combat, roll to see how many base attacks Wong-chun has. (Remember, he also has an additional hand attack from 'Art of the Silent Death'.)

Drunk: Wong-chun passes Pschyology tests he is required to take.

Drunken Gait: Any time Wong-chun declares a charge, roll 1D6: on a roll of 1, he moves full distance in a random direction. If this moves him into another model, Wong-Chun attempts to attack that warrior, even if it is a friendly model. He will only attack friendly models the first combat, after which he will recognize the ally.

Likewise, anytime Wong-chun tries to run, on a D6 roll of 1, he moves full movement in a random direction. If this moves him in the direction of another model, however, he will stop 1" away from it, and those does not count as charging.

RITE OF COMBAT

The first warband to take Wong-chun Li out of action in hand-to-hand combat rolls a D6: on a 6+, he was impressed by the fighter, and offers to help them. That warband may hire him once at half the hiring cost and without having to roll Initiative to locate him, even if they could not normally hire Wong-chun,. If you hire him at reduced price, you must hire him again at full price from now on, unless you win his favor again. Note: You may roll to gain his favor any time you beat him, whether or not he was hired – which means that if you beat him in the Last Orders Scenario, then you may still have a chance of impressing him.

Dirk and Reg Razig – the Brothers of Spite
Von Kurst's two dread captains from "Haunted Wreck" get an upgrade in hate.

This pair of brothers sailed from Sartosa to the West Inds, scouring the seas for gold and jewels on their twin ships, the Sea Hag and the Kelpie. After one particularly fierce battle with an Estalian Man o' War, the brothers took in their biggest haul of gold yet… but at the cost of the Sea Hag. The two brothers were forced to share the same boat all the way back… and the close proximity of each other with the massive treasure drove them and the crew into a green-eyed frenzy, until one fateful evening when a squall caught them. Dirk's bosun fell out with one of Reg's crew over the proper securing of a line. Blows were struck, a man fell overboard. The crews turned on each other like madmen. The blood mad sailors sought only to kill and maim with no thought of the safety of the ship. The storm gathered strength and fury as the two

brothers sought each other amid the carnage. Dawn's light found a derelict ship crewed by corpses. Since then the legend has grown of the two brothers continue to voyage between the New World and Sartosa, laying in wait for any pirate foolish enough to attempt to steal their final take.

Hire Fee: Dirk or Reg may be purchased for 70gc each, with +35gc upkeep each. You may hire them both at the same time, without requiring two Initiative rolls.

May be Hired: Any Chaotic, Skaven, or Undead warband. Dirk and Reg may be hired by opposing Warbands, and have no problem fighting each other!

Rating: Reg and Dirk raise the rate by +50 points each.

Pirate Captain Dirk Razig

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

Weapons and armor: Cutlass, dagger, brace of cursed pistols, toughened leathers. He also has a Pegleg (see the Sartosa equipment section for rules.)

Special:

Undead: Causes Fear, Immune to Psych and Poison, No Pain. Unlike most skeletons, the

Cursed Shot: Unlike normal cursed pistols that only hit on 6+, Dirk's pistols will always hit on a 4+, regardless of penalties. The target must be within range as normal.

Brotherly Love: The brothers, even in their cold, undead state, still feel some bit of lingering hatred for each other. This can be used for their advantage, or for their own destruction. If the Brothers start a combat phase in base contact with each other, they both gain +1 Attack. However, you must also roll 1D6 each combat phase they are together and able to attack: on a natural roll of one, the brothers forget their real targets and spend the rest of the phase attacking each other! You may control them as normal next turn.

If the brothers are hired by different players, they gain +1 Attack each turn when in contact with their brother, but will always attack their brother while their brother is still standing.

Pirate Captain Reg Razig

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

Weapons and armor: Cutlass, sword breaker, toughened leather. He also has a Parrot (see the Sartosa equipment section for rules.)

Special:

Undead: Causes Fear, Immune to Psych and Poison, No Pain. Unlike most skeletons, Reg can run.

Wraithblade: Reg's blades are overflowing with vile power. Whenever Reg rolls a 6 to hit an opponent in hand to hand combat, he will automatically wound. You may roll "to wound" as normal to see if he has caused a critical hit, but even a failed "to wound" roll will still result in a wound if a natural 6 was rolled to hit.

Brotherly Love: See the above rule.

Ghuzza the Head-Shrinker – Savage Orc Shaman
An unpredictable spellcaster who's hard to kill.

Ghuzza is a Savage Orc Shaman of extraordinary skill, and uncommon clarity. Born in the inhospitable wilds of the Badlands, Ghuzza struggled to every day of his life to survive against the likes of ghouls, ogres, and dark-skinned natives. It was only when he reached the coast that he learned of lands to the North… where men bore potent weapons, but had let their flesh grew soft and weak. Ghuzza raided and snuck aboard the large canoes of the soft men, eventually arriving at a small island. Here, the men acted like orcs, fighting amongst themselves, with no real leader or defenses. He found the orc bandits in the hills, trained them, and showed them the power of the Southland Savage Orcs. The soft men would take all of their

heads, one by one…

Hire Fee: 70 gold crowns to hire; +30 gold crowns upkeep cost.
May be Hired: Any Ogre, Orc, Goblin, or Hobgoblin warband may hire Ghuzza. A Snotling or Gnoblar warband may also hire him, but must pay 45gc for upkeep instead of 30.
Rating: Ghuzza increases a warband's rating by +60 points.

M	WS	BS	S	T	W	I	A	L
4	3	4	3	5	2	2	1	8

Equipment: Ghuzza is armed with two clubs, a lucky charm, and a rabbit's foot. He also has a Familiar, and is also protected by Tattoos (see below).
Skills: Ghuzza knows the skills *Combat Master, Magical Aptitude,* and *Unstoppable Charge*. He also knows the Orc Special Skill *'Ard Head* (on 3+, treat stunned as knocked down).
Special Rules:
Tattoos: Ghuzza is adorned with many tattoos. He is granted a 5+ armor save, that may not be reduced below 6+. It may be ignored by critical hits as normal. They do not prevent him from casting spells.
Fear: Ghuzza is adorned with enough shrunken heads and warpaint that he would frighten anyone. He causes Fear.
Belies the Beast Within: Ghuzza is a savage orc, and thus is frenzied in combat- he is Immune to Psychology, and receives double attacks in Hand-to-Hand combat. However, he is filled with a rather eerie calm- he is NOT required to charge any model within charge range. If an enemy is within charge range at the start of his turn, the player may decide NOT to have Ghuzza charge if he desires.
Raw Waagh: Rather than learning "spells", Ghuzza channels raw Waagh magic itself. Thus, each Recovery phase, roll 1D6 to see which spells Ghuzza knows this turn: 1-2 Ghuzza knows two Random spells from the Forest Goblin list. 3-6 Ghuzza knows two random spells on the Orc Mob spell list.
Waagh Channel: Ghuzza gains +1 to Difficulty rolls for each friendly Greenskin within 3" of him, to a maximum of +2.

Milano, the Prosperous Duke
with slave, Kalizaard
The tempest-tosser himself, pulled from the depths of Sartosa's rough draft.

Milano, a prestigious Tilean Scholar (but a poor duke), was usurped by his brother, and was banished to the ocean in only a tiny boat. Against all odds, he landed on an island off the Coast of the Southlands. The only other inhabitant of the tiny isle: Kalizaard, a marooned Saurus warrior. Milano enslaved the savage monster, and spent many years studying the tomes of magic in his possession. He now makes his way back to Tilea, to reclaim the post that belongs to him.
Hiring Cost: 85 gc to hire, 40gc upkeep
May Hired by: Any Warband except for Skaven, Undead, Possessed, Lizardmen, Sisters of Sigmar & Witch Hunters.

	M	WS	BS	S	T	W	I	A	L
Milano	4	3	3	3	4	2	4	1	9
Kali.	4	4	0	4	4	1	1	1+1	6

Milano Equipment: Staff (club), Lucky Charm, Rabbit's Foot, Holy Relic and Muriah (a Familiar.)
Kalizaard Equipment: Axe, Shield.

Milano Skills: Milano knows the following Skills: *Sorcery, Magic Aptitude*. He also knows

the Lesser Magic spells *'Sword of Rezehebel'*, *Dread of Aramar*, and the *Silver Arrows of Arha*. He also has the unique spell, *'Zephyrs of Baraias'* (see below).

Kalizard Skills: Pit Fighter.

Milano Special Rules: Milano has the unique spell, *'Zephyrs of Baraias'*
'Zephyrs of Baraias' – Difficulty 5
In the Sartosa setting, the caster may immediately raise the Weather Conditions up one level (wet) or down one level (dry). If not in the Sartosa setting, the player may roll once on the Weather Table, and may change weather to that condition or keep the weather the condition it is.

Kalizaard Special Rules:
Scaly Skin: All Lizardmen have a natural save thanks to their thick scales. Saurus have a 5+ save and Skinks have a 6+. This save cannot be modified beyond 6 due to Strength modifiers but any result of 'no save' on the injury chart will negate this 6+ save. Light Armour adds +1 to the save, as does theaddition of a shield.
Bite Attack: Saurus have a powerful bite attack, this bite attack uses the Saurus' own Strength to wound and receive no penalty for not using a weapon. The Bite attack always strikes last, regardless of who charged or which weapon is used. The Bite even attacks after Double-Handed Weapons.
Cold Blooded: All Lizardmen are slow to react to psychology, they may roll 3D6 and select the lowest two dice when taking a psychology test or Rout test. A Lizardmen Warband may never use the Leadership of Saurus or Kroxigor when taking a rout test.
Bound Servant: Kalizaard hates his master, and hates doing his bidding. He fears Milano far too much to attack him, but will occasionally laze about when he thinks Milano's not looking. Each turn, take a Stupidity test for Kalizaard, which does not use 'Cold-Blooded' bonus. If Milano is within 6", he may use Milano's Leadership instead. If Milano is ever taken *out of action*, Kalizaard is immediately removed from the board, having run away with joyous speed.

Cal-Nijalla – Water Spirit
A kelpie mount, to give the elves a DP other than Aenur.

Cal-Nijalla is a water spirit befriended centuries ago by the High Elf sailors centuries ago. Who knows what shape the feminine spirit took before the High Elves first met her, but she commonly takes the form of an Elven Steed, pure white. Only when she is in the water is her true form revealed- a beast of pure liquid, held together with powerful magicks. She bears many riders… but only the Elves have ever rode the horse and dismounted alive.

Hire Fee: None. Cal-Nijalla will come to the aid of any High Elf or Wood Elf warband if they send one or more of their Heroes to look for her in the normal manner, rolling under their Initiative (representing their efforts to seek out the spirit's current residence). If they kind find the location, she might decide that her personal help is needed in the forthcoming battle. She will only come to the aid of a High Elf, Wood Elf, or Sea Elf warband if their enemy has a higher warband rating. Consult the table below, and roll a D6 to see whether Cal-Nijalla will aid the warband. A request for Cal-Nijalla to aid the warband must be made for each battle you wish her to help the warband.
Difference in Warband Rating Dice roll required
0-49 6+
50-99 5+

100-149 4+
150-199 3+
200+ 2+

	M	WS	BS	S	T	W	I	A	L
Cal	9	4	0	4	4	2	9	2	9

Weapons: Hooves. Given her elemental nature, all attacks for count as Magical.
Special Rules:
Mount: Cal-Nijalla is a Mount. Any Elven hero in your warband may ride her. If so, the warrior gains +1 armor save, and counts as a Large Target.
Aquatic: Cal-Nijalla is Aquatic- thus she suffers no penalty when moving through water, and may hide in Deep Water. This bonus is shared by her rider. *(Note: If mounted, she counts as a Large object, and thus can only hide in Deep Water, not in shallow.)*
Tame: Any hero riding Cal-Nijalla doesn't require the Ride Skill, and never rolls on the Whoa Boy Table.
Immune to Psychology: The water spirit is beyond any mortal emotions. It is Immune to Psychology.
Magical Aide: Any Mist Mage from the Lothern Sea Patrol riding Cal-Nijalla gains +1 to all of his Difficulty rolls.
Sharing Hits: Any target that hits the rider rolls 1D6: on a roll of 1-3, the hit strikes Cal-Nijalla, on 4-6 it hits the rider. In hand-to-hand combat, any opponent in base contact may choose to hit the rider or mount.
Ethereal Save: Cal receives a 5+ armor save that is reduced as normal. It is negated with magical attacks, spells, gromril & ithilmar weapons, and silver bullets

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NEW SCENARIO VARIATIONS
Some twists to existing scenarios to make them more fitting for the Sartosa Setting.

Random Day: Skirmish & Wyrdstone Hunt Variation

While not a variation per se, after you've played Skirmish or Wyrdstone a few times, we recommend that any time it is rolled in the future, you use the 'Random Happenings' table. Shake things up a little!

"Sabotage" - Gunpowder Plot
Play "Plot" with a purpose- blow up the target before time runs out!

Choose a large scenery piece in the middle, such as a boat or tavern. The attackers may keep the barrels as normal, or they may attempt to destroy the target scenery piece. If 5 or more barrels are placed on the center scenery, 3" from it, or 6" BELOW it (consider using the sewers rules), then the attackers win. If the target terrain is blown up, all attackers receive +1 experience, as well as receiving 2D6 gc and 1 cargo for each cask used to blow up the central terrain piece. Any cargo gained in this way may be immediately opened.

Note: This variant works best with alliances, such as two weak versus one strong, or two on two. The defender(s) starts in the in a 6" radius from the center piece.

"Easy Does It" - Gunpowder Plot House Rule
Something our group came up with to give you a little more control of your explosive material.

When moving with a barrel of powder, roll on the following chart, based on how much you move:
Move at half Base Movement or Less= Do not Roll for Dropping.
Move at more than half base to base movement= Roll 1D6, drop it on a 1.
Move more than base move / Run = Roll 1D6, drop it on 1 or 2.

- "Booty Calls!" - Merchant Square House Rule
Small change to the items found in "Merchant Square"

Any goods found, common or rare, have the same rules for carrying as Cargo (meaning one at a time, half move, etc.) If an opened crate contains 1D3 Spears, you may instead choose to collect 1D3 Boot Hooks. Likewise, instead of finding 1D3 Nets, you may find 1D3 Norlander Nets."

"Slippery Jack's Cove – The Pool Variant by Warboss Kurgan
A personal favorite of mine, and a phenomenon on the web- enter Slippery Jack!

The water is home to a nasty tentacled Monster known as "Slippery Jack". See the "Hazards" section for rules on using this nasty fiend from the deep! As for the Pool itself, rather than playing with a dinky 6" diameter pool, make it a much bigger area (at least 12" diameter). Throw in a few rafts or piers, and now you have a sporting chance of reaching those hard to get to treasures.

"The Deadly Channel" - Chance Encounter Variant– by James "Von Kurst" Schumacher
Break out the water crafts for this deadly, croc infested twist.

Island Scenario – The map is mostly water, with several clumps of islands all around. Rather than starting the scenario on land, each player starts with his warband on Rafts (or, if they own any boats, on a boat). Also, for each player, place 1D3 Crocodiles on the board (see the Hazards section for stats and rules).

"Thar She Blows Variant"- Here Be Monsters Variant by James "Von Kurst" Schumacher
Search for monsters on the high seas!

Instead of having the game take place in a land-based area, the board is almost entirely water. All players arrive in rafts, rowboats (or, if they own one,) a ship. In the middle of the board is a patch of "dark water" (about 3" in diameter) which is the surest spot for the monster to show up. When he surfaces, roll 1D6: on a 4+ he shows up next to the disruptive warrior, in base contact with the boat. On a 1-3, he's 1D6" off in a random direction (meaning he can come straight up under a boat, and deals 1D3 auto-attacks to the unlucky craft!)

Monster's Cave – "Here Be Monsters" Variant –
by James Schumacher and Dave Joria

The original "Here Be Monsters", but with a Relics "Cavern of the Worm" twist. Special thanks to the Relics of the Crusade team!

Play on a smaller board (2'x2' or 3'x3' tops!), and use the following rules:
Darkness: Max sight 3D6" (roll after set-up), -1 to hit in Hand to Hand Combat (the Monster is exempt!)
Underground: No Fliers
Dangerous Ground: All terrain is Difficult Terrain.

In addition to a pool in the middle of the room as the Monster's spawning point, include several other small pools- from these, small threats may emerge. Roll 1D6 each turn: on a roll of 1, something comes up from the water. Roll 1D6 on the chart below:
1-3 – 2D3 Vermin – Giant frogs, crabs, and various other creatures. Use the same stats as Giant Rats from the Skaven warband.
4– 1D6 Bloated – Stinking Zombies, no doubt the from the monster's leftovers! See the Ghost Pirate warband for rules.
5 – 1 Thing from the Deep – Same rules as a Thing from the Woods, except Aquatic and does not cause Lycanthropy.
6 – 1 Crocodile – (from below)

Undying Evil – Tougher Monsters for "Here Be Monsters"
Finding certain monsters too easy? Why not pump them up with the following rules?

New Upgrade for Tentacled Horror
Lash and Bind*: The Tentacled Horror deals 1D3 S3 Lash Attacks against a model within 8". If it deals 2 or 3 attacks in this way, no further rules are applied. If it rolls a 1 on the 1D3 roll, and would thus make only 1 attack, it makes a special "Ensnaring Attack". After dealing the S3 attack, the target is wrapped in the monster's tentacle. He must roll equal or under his Strength or he is unable to move, shoot, cast spells, or fight in combat. If he succeeds in rolling equal to or under his Strength, he is still ensnared and may not move, but has freed his arms, and may attack, shoot, and cast spells as normal. The model will remain ensnared until a Wound is successful dealt to the Tentacled Horror. If a combat phase ends with a model Ensnared, and there are no non-ensnared models in hand-to-hand combat with the Horror, the ensnared model is immediately dragged underwater and taken out of action. A model will not be dragged down in if he was ensnared that turn. If the monster is killed before the end of the game, the "drowned" model rolls for injury as normal. If the monster survives the game, the model is instantly killed!*

New Upgrade for Sea Drake
Roll Over*: Sea Drakes have a tough turtle-like shell on their backs- when they feel threatened, the often turn their bodies so they are well protected. To represent this, any attacks that would reduce the Sea Drake below 1 wound increase the Drake's armor save to a 2+ armor save. This save can be reduced by normal means, but cannot be reduced below 5+.*

New Upgrade for Merwyrm
Duck and Weave*: After the Merwyrm has been wounded at least once, roll 1D6 at the start of its recovery phase: on a 5+ it has disappeared from the board, gone deep under water. While it's gone, roll 1D6 each of its Movement phases: on a 5+, it returns back up (yes, this means it can disappear and reappear in the same turn.) This "resurgence" counts as a charge. Do not roll on the Surfacing chart, and warriors in combat with it do not get free attacks as it runs away- it's just that quick! (If playing the "Thar She Blows!" variant, then roll each time it pops up to see if it moves!)*

New Upgrade for Cavern Mouth Behemoth

Lantern Lure: The lantern-spine from the Behemoth mesmerizes everything around it. In addition to the -1 to hit in shooting, any model that is within 6" of the Cavern Mouth suffers from "Stupidity". Models that are Immune to Psychology ignore this as normal.

New Upgrade for Emperor Crab
Double Claw: If both Emperor Crab attacks are dealt at the same target and they both hit, they are BOTH handled at +2 Strength, and at +2 on Injury Rolls (this doesn't stack with the Pincher Attack). If attacked by multiple models, the 2 attacks it has will have randomly determined targets.

New Upgrade for Turtigon
Magical Backlash: The Turtigon is fed by magical sources… if any model hits it with a magical spell or with a magically enhanced weapon, roll 1D6: on a roll of 5+, it immediately regenerates a Wound and gains +1 Attack until the end of the game.

Need More Pump Ups? How's this:

Pump Up: If your average warband in the scenario is at rating 300, add +1 to all of the Monster's stats, +1 S to all tail/lash/breath attacks, and +1 to all saving/regeneration rolls.

If the average rating of the warbands playing is 450+, add +2 to all stats, +2S to all tail/lash/breath attacks, and +1 to all saving throws/regeneration values.

Multiplayer Scenarios – Ending the Campaign
Need a dynamic way to finish things up? Want a final scenario with some punch? Here are some suggestions:

- Here Be Monsters – With or Without any of the many variants above, the big monster is a great final big boss.

- Wrecking – For an added oomph, add a DP at the defending crew (with some slightly buffed up henchmen). My favorite is the 'Ghost Ship', with Jeremiah Bane on deck (or test out the Brothers razig). Automatically make the weather 'Heavy Rain' and/or add the Darkness Rules.

- Warring Houses- with each warband gaining a Sartosa DP instead of HSs. Players may pick any DP for free, provided they may be hired by the warband. The players pick in order of warband rating, lowest to highest. Some good DPs include:
  - Sartosa PDF 05 – Jeremiah Bane, Khrushj, Fleur & Estella Mab, Kromwell
  - Sartosa PDF Add-On – Redbeard, Wong-peng Li, Ghuzza the Head-shrinker, Dirk and Reg Razig, Milano & Khalizaard, Cal-Nijalla the Water Spirit
  - Lustria PDF 06-Dijin Katal, Drenok Johansen
  - Core Rulebook: Aenur (he's immortal… he might still be around!), Johan the Knife (either a decedent or the resurrected remains!)
  - Town Cryer 22: Marianna Chevaux (again, an immortal… she might still be around!)

- 'City on Fire' - Use the TC8 'Let the Damned Burn' rules, sell torches & arson items before the match, and set buildings and people on fire. For added Sartosa flavor, a 'powder horn' does the same as a Gourd of Oil, a gunpowder weapon can ignite a building on 6+ (but only at base contact), and any model on fire can jump into the water to be automatically extinguished, so make sure you have lots of rivers and canals running

through town... (a 'Wilhelm scream' is required for every flaming warrior jumping into the drink). For even more mayhem, use the Gunpowder Plot scenario, and/or with a target building for each warband!

For all scenarios, I also offer this advice for the final game:
- Warbands take routs at 50% casualty (or, you can waive it completely, if you like!)
- If a warband is waaay behind in the warband rating, give them a free DP to even things out. Khrushj, for example, is always eager to help out the little guy!

NEW SCENARIOS
The following is a selection of new scenarios to add in… some are new, some reprints. You can either substitute them in for existing scenarios, pick them as a free choice, or use them in the "Sartosa: Locations" Variant. (See separate PDF).

Mutinous Dog
By Dave "StyrofoamKing" Joria & Jim "Von Kurst" Schumacher
Note: This is a revised version of the Sartosa Scenario "Mutiny!", and should replace Mutiny in the Sartosa campaign. Unlike all other add-ons, this one isn't optional!

It sometimes happens that a crew of seamen suffers a loss in faith with their captain. This can result bloodlessly, with an election or a committee discussion. But eventually, every crew faces the dreaded mutiny, and a line is drawn between friends and co-pirates. These rebellions may seem a natural occurrence, but some are orchestrated by an outside source. Perhaps a rival crew promises riches and power to anyone who joins them… sweet lies sewn to reap discord.

TERRAIN
Each player takes it in turn to place a piece of terrain, either a building or a natural terrain piece. We suggest that the terrain is set up within an area roughly 4' x 4'. The first building should be placed in the centre of the table, and it is the building the Defender has holed himself up in. Alternatively, you may have the center building be a ship, anchored to the shore or port.

WARBANDS
Roll a dice to decide which warband is suffering the Mutiny. That player is the Defender. The other player is the Attacker. If one player has suffered more Mutiny's than his opponent, that player is automatically the Attacker.
The Attacker: The defending player must make a Leadership test for each of his Non-Leader Heroes, in the order of Experience. The first Heroes that fails becomes under the control of the Attacker. If all heroes pass their Leadership test, the non-Leader Hero with the lowest experience is automatically recruited by the Attacker. All other warriors in the defender's warband remain under the control of the defender. The one rebellious hero that the Defender controls (henceforth called the "Mutineer") must be fielded with the Attacking warband. However, the Attacker may not field more heroes than the Defending Player- if the Attacker's warband plus the Attacker has more heroes than the Defender (who are now short a hero too), then the Attacker must choose heroes to sit out this game. The Mutineer hero must be fielded, and cannot be chosen to sit out. Likewise, the Attacker may not field more henchmen than the defending player, as they are on a covert mission. There is no restriction on Hired Swords.
Defender: The defender fields his entire warband, with the exception of the Mutineer hero (who has betrayed you!)

(Ex. The defending player has a Wasteland Privateer warband of 12; 5 heroes, 6 henchmen. The defender then rolls for leadership for his non-leader heroes. The two mates pass their tests and remain loyal, but the first cabin boy fails and becomes the Mutineer- the cheeky upstart! So, the Defender now has 4 Heroes and 6 Henchmen. The Skaven Attacker normally has 6 Heroes and 10 Henchmen. The Mutineer Cabin Boy is temporarily added to the Skaven's warband, but that doesn't raise it to 7- the Attacker may only field a number of heroes equal to the Defender, and one of those has to be the Mutineer. The Attacker picks his Assassin Adept, his Sorceror, and a Black Skaven to accompany the Mutineer. Then, he must pick no more than 6 henchmen to join in.

The defender is deployed first inside or within 6" of the objective building. The attacking warband is deployed within 6" of any table edge. Note that you can split the warband to enter from different edges if you wish.

SPECIAL RULES
Playing Fair: While controlling a member of his opponent's warband, the Attacking player may not make the Mutineer take any action that he would not take with a member of his own warband, (ex. Make him walk off a cliff for no reason.) The Mutineer will not sell or pass off any equipment he has.

STARTING THE GAME
The attacker has the first turn.

ENDING THE GAME
When the attacker or defender fails its Rout test the game ends. Given that the warbands are reduced in size, a warband is required to lose 50% of its numbers before needing to roll for rout check.

EXPERIENCE
+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience. If a member of an Attacker's henchmen group takes part in the Mutiny but the rest of the group is not present, the entire group gains +1 experience.
+1 Winning Leader. If the defender wins the scenario, the leader gains +1 Experience. If the attacker wins the scenario, their leader gains +1 Experience, even if he is not on the board.
+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action (regardless of which warband the model is from).

LEADER
If the Defender wins the scenario, the warband returns to normal at the end of the scenario. If the Attacker wins, the warband is rejoined again, but it is under new management. The Mutineer temporarily gains the skill Leader and becomes the warband's Leader for the next 1D3 games, while the existing Leader temporarily loses the skill for the duration. After that point, the warband returns to normal.

PUNISHMENT
If the Defender wins the scenario, roll 1D6 on the following table for the Mutineer. If the Attacker wins the scenario, roll 1D6 on the following list for the Defender's (now unseated) Leader. This hero is called the "Loser". Do not roll if the Mutineer/Leader rolled for injury- he's suffered enough!

Roll 1D6 for the loser:
1 – The hero is stripped of his possessions. Remove his items, and give them to the current leader of the warband. Any item the new Leader gains this way cannot be given back to the original

owner EVER. Anything he cannot use is sold off. The loser also receives the whipping of his life, and must miss next game.

2-3 The loser is whipped brutally, and misses next game.

4-5 The loser is emotional sore. He participates next battle, but cannot use the leader's leadership for the next 1D3 games (for an unseated Leader, it's for the duration of the new Leader's reign.)

6 - The loser acknowledges openly that the new leader is far more capable man! He passes on a word of advice, and the new leader gains +1 Experience.

EXPLORATION Both players gain one exploration dice for every hero that he controlled that was not taken out of action this game. The Mutineer, if he was not taken out, provides the Attacker with an Exploration Dice, but may not look for Equipment, Dramatic Personae, or use any special items or rules. He provides an Exploration Dice for the Attacker, and nothing else.

The Haunted Wreck

By Jim "VonKurst" Schumacher

(Note: This is an Updated Version by Jim, the original author of the 'Haunted Wreck'. If Tim Hickelbury set the bar for Pirate Warbands, Jim set the bar for Pirate Scenarios!)

The warbands have learned of the wreck of a treasure ship. The ship was broken up by a violent storm. Only one sailor survived and he was driven mad by his ordeal. He keeps saying, "their dead hands reach for me. They were dead I tell you. They reach for me."

Terrain

The river flows across a 4x4 table. The river varies from 18 to 48 inches wide. The river may contain up to d3 small islands. Islands must be no more than 3 inches radius. The river's banks may contain gaps to indicate tributaries. These gaps may be 6 to 24 inches wide. A shipwreck is placed in the center of the table touching one of the islands. The banks are covered with jungle and the odd ruin or guardian statue.

Set-up

1 Determine the direction of the current in the main channel. This is important.

2 Roll a d6 to determine who sets up first. Each player places his boats/rafts as close to the center of the river as possible but only 2" from each other. No boat may more than 6" from an open table edge.

3 The river is classified as Slow Moving.

4 Place a treasure chest in the center of the wreck.

5 **The Crew.** The crew of the stricken ship is cursed by their greed to guard their treasure for eternity. The crew will appear within 8 inches of any model that is on board the wreck. The crew will not appear until the wreck is boarded. Once they have appeared the crew has its own turn like a multi-player game. The crew turn follows the player that first boarded the wreck. The crew will attack the nearest enemy model until the wreck is cleared of attackers or the crew is destroyed. Crew may only be placed on the ship if there is room on the model. Dead pirates that can not be placed for lack of room will appear in later turns as described above.

Special Rules

1   **Cursed weapons.** Despite their decayed appearance the pirates' pistols will fire on a 4+ roll on a d6. This is true even in heavy rain. The pistols are subject to the optional black powder rules as well.
2   **Supernatural Vigor.** The pirates are never affected by weather modifiers.

Pirate Captain Dirk Razig
          Profile

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

Special: *Pegleg, Undead.* **Weapons and armor:** Cutlass, dagger, brace of pistols.

Pirate Captain Reg Razig
          Profile

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

Special: *Parrot, Undead.* **Weapons and armor:** Cutlass, sword breaker.

> *Raise the Stakes (Optional):* If you want a slightly greater threat, use the Dramatis Persona rules for Dirk and Reg, found in this document.

Undead Pirate (8)
          Profile

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

Special:*Undead..* **Weapons and armor:** Cutlass, dagger, brace of pistols.

Starting the game

Each player rolls a d6. The highest roll may choose to move first.

Ending the game

The game ends when the pirates are destroyed or unable to attack (due to being stuck in the water or left behind on the ship). When all warbands but one have routed, or when one warband has carried the treasure off a table edge.

Experience

+1 Survives. If a Hero or Henchmen group survive the battle they gain +1 experience.

+1 Winning leader.

+1 per enemy out of action.

+1 for carrying the treasure of the table. The heroes or henchman group that rows the treasure off the table gains the experience.

+1 for putting a pirate captain OOA. If a hero puts Reg or Dirk OOA he gains an additional experience in addition to the +1 for enemy out of action

+1 per enemy boat/raft sunk or captured. The Hero with the highest leadership in a boat/raft which sinks an enemy vessel gains +1 experience. A hero or henchman that capture an enemy craft gain +1 experience.

The Treasure

Items	d6 roll required to find
5d6 gold	Automatic
d3 artifacts	5+
A Major artifact	6+
A Minor Artifact	5+
D3 suits of light armor	4+
D6 Gems	3+ (Gems are worth 10 gold each)

The Great Gun

By Jim "VonKurst" Schumacher

As the various pirate Lords struggle for power, command of the island's defenses is often in doubt. Your Lord has commanded you to remove the cannon from an old harbor fortification. However as you arrive you find others have come to claim the gun for their own.

Terrain

The harbor. We suggest a 4x4 gaming area. There should be an open area of ocean on one table edge varying from 6 to 18 inches. Docks, quays, boats and wrecks should be placed where the sea meets the land. Warehouses and other buildings should be placed inland. Place a fortification in the center of the table behind the docks.

One ship's cannon should be placed in the fortification. The gun is aimed out to sea.

Set-up

Roll a d6 to determine which player sets up first, highest roll sets up his models first. A player must deploy his models not farther than 8 inches from a table edge. His opponent must place his models along the opposite table edge.

Special Rules

1 **The Cannon.** Any Gunner henchman or hero with the Weapons Master skill may attempt to load and fire the gun. The gun takes a full turn to load after a model has moved into contact with the gun. The gun starts out pointing in a random direction (use a scatter dice), and it will take 5 models (no animals or models that do not gain experience, Ogres count as 3 models) to pivot the gun. Models that are moving the gun may not do anything else. The cannon is a black powder weapon and will be affected as per weather conditions. The cannon may be loaded and fired every turn as long as there are 3 crew. If the number falls below 3 add a turn to the reloading time for each crewman below 3. Note a gun with no crew may not be fired!

The Cannon. The cannon is St10 T7 W3 Range 48". Each wound inflicted by the cannon does D3 wounds. The winning warband may mount the gun on their ship in future battles. Note that if it suffers a destroyed result on the cannon misfire chart the gun is destroyed and is removed from the ships armament.

2 **Boom!** If the cannon suffers a gun destroyed result on the misfire table it is destroyed. Remove the cannon model and all models serving as crew.

3 **Shooting at buildings.** Large buildings are T8 with 8 wounds. Small buildings are T7 with 6 wounds. D6 randomly determined models inside the building are hit by St 4 shrapnel each time the building is wounded. Note cannon balls bounce once on land. Any model in the open or the first building scenery hit by the bounce has been hit by the cannon and may be wounded.

4 **Boats.** A player that elects (or is forced) to start on the sea edge has one boat or raft in addition to any the crew may possess.

Starting the game
Each player rolls a d6. The highest roll may choose to move first.

Ending the game
The game ends when all warbands but one have routed.

Experience
+1 Survives. If a Hero or Henchmen group survive the battle they gain +1 experience.
+1 Winning leader.
+1 per enemy out of action.
+1 serving as cannon crew. A hero or Henchman group that is serving as cannon crew at the end of the game gains +1 experience.

Sirrah, Ye Lie!

By Jim "VonKurst" Schumacher

In the teeming streets of the town tempers are short and nerves are frayed. A chance meeting between rivals can turn into a bloody riot with little or no provocation. There are strict laws against public brawls, but the town teems with proud fighting men of varying allegiances and the Watch cannot be everywhere…

Terrain
A Market Square in Araby. A 4x4 table is recommended for 2-4 players. The square itself should be 18 to 24 inches across. It is surrounded by buildings, arches and gateways. The square has scattered stalls, carts, crates, barrels and bales (of cotton?). A well should be placed within 6 inches of the center of the square.

Set-up
1. A randomly chosen hero has decided he must visit the market. He is accompanied by up to 3 randomly chosen henchmen or hired swords. Note do not chose a random henchmen and then a random hired sword. Henchmen and hired swords should be chosen from the same pool. (Ex. If you have 3 henchman groups and 1 hired sword, the groups could be numbers 1-3 and the hired

sword 4. If you roll a 2 and that henchman group has 4 members then 3 of them will accompany the hero on the walk to the market.) These 4 warriors are the "shoppers". All other heroes, henchmen, hired swords and dramatis personae start elsewhere in the town and turn up later as reinforcements.

2 Roll off to determine who sets up first. Determine setup zones as in Chance Encounter (i.e. in one of two diagonal zones). Within that set-up zone, one model must be placed within 3" from the center of the board. All other warriors are then placed within the deployment zone, no closer than 6" to each other, and at least 8" from the edge of the board. Once the first player has set up the other player(s) take turns setting up their shoppers in the same manner.

Special Rules
1 No Deadly Force. The rulers of the town frown heavily on brawling. They may kill you for causing death or injury to another citizen. Only one member of the shopping expedition may carry a weapon that is not a dagger or a hand weapon. And that weapon will always strike last in its first round of use do to the difficulty of employing a weapon that has been wrapped to look like a harmless bundle of sticks, for example. Similarly throwing knives and pistols may be carried, but only one member of the party may carry a bow, crossbow, blunderbuss or handgun. This model must spend one turn doing nothing else to deploy his hidden weapon.

2 No Trouble. The leaders of the warband have stressed that the town is for relaxation not fighting. Thus the first blows of the fight must be struck with fists only. Use the fighting without weapons rules from the Mordheim main rulebook. However, each time a friendly party member is downed (knocked down, stunned or OOA), the remaining members must each pass a leadership test or draw steel. This test is at a minus 3 if either side has an Ogre bodyguard, Troll or Rat Ogre…. Also if the warband member suffers from hatred or frenzy it will automatically fail a test to restrain itself. Once one side draws a weapon, the other warband will automatically defend itself with weapons as well.

3 Hey Rube! Each player, at the start of his second and subsequent turns, may roll 1D6 for each member of the warband that is not on the table. On a roll of 4+ the model or group of models will enter from a randomly determined table edge. (Use the same method as the Surprise Attack scenario.) Models entering from other parts of town may charge on the turn they enter but they are subject to the weapon restrictions above. If none of the original shopping party carried a forbidden weapon, one of the reinforcements may. This weapon is not subject to the above restrictions since the warrior has had time to ready it as they answer the alarm.

4 Town. The campaign rules *Crowded* and *Guards!* apply during Daylight. At Night the rules *Darkness* and *Guards!* apply. Other rules may apply depending on the actual location. (See Relics of the Crusades setting www.accursedknowledge.0catch.com)

5 Captured! The authorities capture any heroes that roll 61 on the Serious Injury table. Also keep track of any heroes taken OOA by the Guard, they are also captured and need not roll on the injury table.

Starting the game
Each player rolls a d6. The highest roll may move first.

Ending the game

The game ends when all warbands but one have routed and any Guards that arrived during the fight are not in combat, OOA, knocked down or stunned. If both warbands rout the Guards gain a pay raise. (No actual affect.)

Experience

+1 Survives. If a Hero or Henchmen group survive the battle they gain +1 experience.

+1 Winning Leader - The winning warband leader gains +1 Experience. This applies even if the Leader has not appeared on the board yet.

+1 Keeping Your Head - The warband that draws first will receive an extra hard time from the local authorities. Thus, any hero that is in a warband that didn't draw first gains +1 experience.

The Eaters of the Dead

By Jim "VonKurst" Schumacher

It is not uncommon for a pirate crew to dock in an Arabyan town, who are eager to take in a outlaw crew (for a hefty price). Some towns are safer than others, of course. The town of Khalibon has a dark secret. Once each lunar cycle the town gates are left open and the houses of the town are tightly locked and barred. Foul things from the desert are allowed to roam at will and take whomever they can. No one will run to the sound of screaming, no one will help. The appointed night has arrived and the gong for curfew has sounded. As the warband nears its lodging the leader is accosted by a heavily veiled lady.

"You must save him! My beloved has gone mad! He is somewhere in the town. Find him and bring him to the Palace of the Four Winds. I will reward you greatly!"

The lady names a sum that is interesting. Several large, lurking presences make attempting to simply relieve her of the reward seem an unacceptable risk.

"Show him this that he may know you come from me." The lady provides a cheap looking locket set with a curious milky stone… This stone may be worth a feigned search.

Terrain

The twisting streets of an Arabian town. A 4x4 table is recommended for 2 players. Houses, towers, colonnades should be set up in a manner to suggest the town. The center of the table should have a 1'-0" cleared area to represent a small crossroads.

Set-up

1. The Mad Prince begins the game in the center of the table.
2. Roll off to determine who sets up first. Once the first player has set up the other player may set up along the opposite table edge. Deployment zones are only 6 inches from a table edge for this scenario.
3. Place two groups of D3 ghouls as close to the center of the other table edges as possible, one group on each table edge. The ghouls should start in a street or other open area.

Special Rules

5   **The Mad Prince.** At the beginning of each player turn roll a D6. On a roll of 1-3 the Prince is subject to Stupidity for the player turn. On a 4-6 the Prince is subject to Frenzy for the player turn. The Prince will then move D6 inches in a random direction, if he may move (he's not drooling). He does not test or move in the Ghouls turn. If the Prince is subject to Frenzy and he can see a model within charge range he will charge. This happens before the player may move or declare charges. The Prince is always immune to fear and all alone tests.

6   **The Ghouls.** The ghouls will move D6+2 inches toward the nearest non-ghoul model. No line of sight is necessary, but the ghouls may not move through houses. If a non-ghoul model is in line of sight and charge range the ghoul will charge it. Otherwise it will move at a random rate.

7   **More Ghouls.** At the beginning of each player turn, after the Prince has moved roll a D6: on a roll of 6+ place another ghoul. Use the diagram provided in the Surprise Attack scenario to determine the table edge. Newly arriving ghouls are always placed in the center of a table edge or as close as possible allowing for terrain.
[Editor's Note: If 1 ghoul isn't enough, try 1D3 ghouls!]

8   **The One.** The Prince causes fear in all ghouls, but the ghouls will always attempt to charge the Prince if he is a possible target.

9   **The Token.** The Lady's token (Jewel of Ashuran) is given to the warband with the lowest rating unless they are of evil alignment. The Prince will revert to normal if he is adjacent to the bearer of the token. The other warband has an antidote to the curse the Prince is under. If the warrior carrying the antidote is adjacent to the Prince he will return to normal on a 4+. On a roll of 1 the antidote is for another curse, oops. On a roll of 2-3 the warrior may try again next turn. If a one is rolled the Prince may be led by an adjacent model, but still has to test for Stupidity or Frenzy. The Prince will attack his handler if he becomes frenzied… If the prince is attacked and stunned or knocked down he may be bound and carried as a treasure chest.

10   **Greed.** No rout test need be taken in this scenario as the stakes are so high, but a player may choose to rout voluntarily if fate goes against him.

Starting the game
Each player rolls a d6. The highest roll may move first.

Ending the game
The game ends when the Mad Prince is escorted off the table or all warbands but one have routed or been eliminated and any Ghouls are not in combat or are OOA, knocked down or stunned.

Experience
+1 Survives. If a Hero survives the battle they gain +1 experience.
+1 Winning leader.
+1 per enemy out of action.
+1 if the hero controls the Prince at the end of the game.

Reward

If the Mad Prince is rescued the rescuing player receives a reward of 3d6 gold plus 6 exploration dice.
If the Mad Prince is killed by a warband the killers receive a reward worth 3 exploration dice

from his enemies, but the warband is considered Banned from Khalibon. They may not buy any items, Hired swords, or henchmen this game.

If the Mad Prince is killed by ghouls the Jewel of Ashuran may be sold for 3D6x5 gc.

Any ghoul taken OOA may be looted once for D6 gc.

The Mad Prince

Profile	M	WS	BS	S	T	W	I	A	L
Prince	4	5	3	4	4	2	5	2	8

Equipment: dagger, Lucky Charm. *Combat Master, Step Aside.*

Ghoul

Profile	M	WS	BS	S	T	W	I	A	L
Ghoul	4	2	2	3	4	1	3	2	5

Equipment: None. *Fear.*

Note from the Editor:If one Ghoul is not enough for your group, when placing a ghoul during a turn, add 1D3 Ghouls.

THE ENGINEERS WORKSHOP
by the Karak Azgal Development Team
Based on the Wizard's Mansion

The Dwarf Engineer's Guild is a remarkably conservative group. Despite such novelties as the Flame Cannon and the Gyrocopter, the elders frown on new developments and innovations. For this reason, many engineers choose to work alone and in secret. This must have been the abode of a Master Engineer. The workshop, offices and storerooms have been sealed with strong runes and have survived almost intact.

Terrain
Each player takes it in turn to place a piece of terrain, either a ruined building or other similar item. We suggest that the terrain is set up within an area roughly 4' x 6'. The first building should be placed in the centre of the table, and the object of the scenario is to take control of this building.

Warbands
One player is the defender, determined as normal (see Attackers and Defenders in the 'Chaos on the Streets' article), representing the warband that reached the workshop first. The defender is deployed first, inside or within 6" of the objective building. Then the attacking warband is set up as normal.

In addition, for each attacking warband beyond the first, the defender rolls once on the table below to determine the additional equipment his warband gets to start with. Each item may only be found once. If the same number is rolled more than one, re-roll. These items represent the findings of the warband thus far and are meant to give the warband a chance against multiple opponents.

D6 Roll Item Found
1 Automaton
2 1D3 doses of healing herbs
3 1D3 flasks of Bugman's Ale
4 Luck charm
5 Holy (Unholy) Relic
6 Cathayan Silk Cloak

All of the above are described in the Mordheim rules except for the Automaton. For rules on the Automaton, see new items below. A flask of Bugman's Ale works the same as in the Mordheim

rulebook but there is only sufficient for one warrior (hero or henchman) to drink.

Starting the Game

Each player rolls a D6. The player rolling the highest has the first turn and order of play proceeds clockwise around the table (based on where players placed their warbands).

Ending the Game

The game ends when all the warbands but one have failed their Rout test. The routers automatically lose. If one or more of the warbands have allied, they may choose to share the victory and end the game.

Experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy out of action. Any Hero earns +1 experience for each enemy he puts out of action.

Engineer's Treasure

At the end of the game the winning warband finds all of the items on the table above which were not found before the battle. In addition, roll on the following chart to see what additional items the warband finds in the workshop. Note that you will need to roll for each item separately, apart from the gold crowns, which are always found. For example, you will need to roll a 4+ to find the Engineer's notebook. Then roll to see if you find the gromril sword and so on.

Item Found	D6 Roll Needed
3D6 gc	Automatic
D3 gems worth 10 gc each	5+
Engineer's notebook	4+
Gromril sword	5+
Widget	4+
Brace of pistols	4+
Dispel scroll	5+

New Items

Automaton: Use the stats and special rules for a zombie with +1S and +1T. The Automaton is an ingenious mechanism roughly in the shape of a man. It will follow the instructions of the defending warband but will not leave the vicinity of the workshop for any reason, even after the game, (ie it will stay within 6" of it). The Automaton may obviously not be traded.

Engineers Notebook: To the casual observer this looks just like a battered old notebook, filled with strange writing. One of your heroes may study the Engineer's notebook, and the extra knowledge he gains will enable him to choose from Academic skills whenever he gains a new skill in addition to those skills normally available to him.

Widget: Dwarf Engineers use many strange tools for which ordinary folk have no name. This one obviously serves some obscure function for the engineer but is useless to everyone else. Nevertheless you take it and it can be traded for 10 gc. If the warband who finds it includes an engineer, he will keep the widget until he can work out what it is for.

Knives in the Dark

By James "Von Kurst" Schumacher

One warband has stopped for the night at a convenient inn. Unknown to the first warband their sworn enemies have been following them and have decided to even old scores tonight. The innkeeper and his staff have been bribed or threatened into abandoning the inn. The assassins are creeping over the wall…

Terrain

The game takes place on a 2x4 table representing the inn and the area around it. The inn should be a fairly large building with a low walled enclosure and a gate on at least one

side. If the building does not have a detailed interior, floor plans should be made to represent the interior.

Setup
The defender (the warband with the highest rating) places a number of counters to represent his sleeping warband. He may place a number of counters equal to his warband strength plus 3. The counters should be labeled on their bottom side to indicate which warband member each represents plus 3 dummy counters labeled 'dummy'. Animals do not require counters but may only be placed in the courtyard. The counters must be placed within the walls of the inn including the courtyard. No more than 3 counters may be placed in a single space (room or courtyard). No more than 8 counters may be placed no the ground floor or courtyard of the inn. All heroes must have rooms on the upper stories of the inn. The attacker then sets up his warband within 6" of any table edge. The attackers (the warband with the lowest rating) may be split in any way the player likes or all deployed together.

Special
1. **The Night.** The night is moonless. Each model may see only its Initiative score in inches. Elves, skaven, orcs and goblins, dwarfs and Undead may add 6 inches to this range.
2. **Oops!** Any model (except animals and undead) that runs or charges in the dark must roll a D6. On a roll of a 6 the model has fallen. It is considered knocked down and will recover as normal.
3. **Defenseless**. The defenders are sleeping soundly expecting their treacherous host to protect them. Thus they are unarmed and unarmored. Once awoken the model must spend 1 turn doing nothing to arm and grab a shield and helmet. Armor takes too much time to put on to be used by defenders in the scenario. Lucky charms and Rabbit's Feet are assumed to be on the model's person. Warband members that are asleep when attacked are treated as *knocked down* and may not claim a bonus for skills like Dodge, Step Aside or Resilient.
4. **Fire! Foes! Awake!** Each turn the Defender may roll to see if his models awake. Roll 1d6 for each warband member who is within 8 inches of an enemy model, consult the table below to see if the warrior has heard or seen something alarming. Roll also for each horse or other animal on the warband roster.
5. **The Doors.** The attackers are expecting the inn to be unlocked and open to attack, however, perhaps the innkeeper had a fit of conscience or someone woke up and noticed an unlocked door. When first passing through a door or window an attacker must roll a d6, on a roll of 5+ the door or window is barred and the attacking model may not enter without forcing it open. Doors are T5 and have 2 wounds. Windows are T4 and have 1 wound. Doors and windows are hit automatically by any warrior in base contact.

Waking up: Defender must score a 7+*

Occurrence this turn only	Modifier
Attacking model or models ran	+1 modifier
Attackers have 1 or more Large target models	+1 modifier
Attacking model failed a stupidity test	+2 modifier
Attackers move through a door or window	+1 modifier
Attackers attempted to force a door or	+3 modifier

window	
Attackers using torches or lanterns	+1 modifier
Defender Initiative 5 or more	+1 modifier
Animal making test	+1 modifier
Attackers fail to take a model OOA	Alarm sounds-all Defenders awake!

*Defenders that wake up but do not see an enemy may arm or move. If a wakeful Defender sees an enemy model it will sound the alarm and all defenders will count as awake.

Starting the Game
The attacker has the first turn.

Ending the Game
The game ends when one-warband fails its rout test or voluntarily routs. Or when one warband is wiped out.

Experience
+1 survives if a hero or a henchman group survives a battle they gain +1 exp.
+1 winning leader, the leader of the winning warband gains +1 exp.
+1 per enemy out of action. Any hero earns +1 exp. for each enemy he puts out of action.

Assassination
By Bill Strip

Throughout history assassination has been a key political policy. While there are little politics cluttering the streets of Mordheim, assassination is still a tool that is employed to demoralize a band or confront a band that is much larger and powerful.

Scenario Selection:
Assassination can be selected when warband with the lower rating gets to choose which scenario to play. You can not perform an assassination on a normal die roll.

Setup:
The warband with the lower rating selects up to three warriors to attempt the assassination. They may include leaders, heroes or henchmen. The defenders set up first with all of their models. The defenders set up 12" from any table edge, and can occupy buildings or utilize any other cover available.

Before the defender sets up his figures, the assassins need to designate a target. This can be any hero or henchman, however, more experience and wyrdstone is given for heroes than henchmen. This designation should be written down and placed some where neutral.

The assassin player needs to have 12 chits, of these one must be marked for each assassin that the attacker brings. The mark should be on the underside of the chit so that they all look identical from the top. Then the assassin player places all of the chits anywhere within 2" of a table edge. This represents
noises and shadows that guards might notice and need to investigate.

Play:
The assassins always move first. Chips can be moved up to a maximum distance as the fastest warrior that is being used. The exception is the chips that actually represent heroes should only move up to their maximum movement.

For example, the assassin brings 2 henchmen and a hero with sprint. The henchmen can only move their normal movement, while the hero and all of the remaining chits can move up to the heroes sprint movement if the player so decides.

Turns are alternated as normal until either the target is dead, or the assassins have fled or are killed.

Special Rules:
Hidden Movement - Since the assassins are trying to move stealthily and usually strike at night or in bad weather, they are quite hard to spot. The defender needs to get a figure within it's 2x its M score in inches to try and spot a chip. The base roll is as follows:

  2x M Score = 6 on a D6
  M Score = 5+ on a D6
  1/2 M Score = 3+ on a D6
  Base to base = Automatic

If a chip is spotted then it is either removed, or if it represents and assassin, the figure is placed on the table.

Hidden Fire:
Assassins can fire while hidden. However, if any figure can draw line of sight to the chip that fired (use your best judgement) the defender gets a free 4+ roll to spot the assassin.

The attacker does not specify which chip fired the weapon, just a general direction of the attack. If measurements need to be taken the defender should leave the room or measure to all figures in the area.

Escape - If the assassins are successful, then they need to escape. If they can make it off the edge of the board, then they have successfully escaped.

Victory:
*Killing an Assassin - +1 Exp
*Assassinating the target, if target was a hero - +1 Exp
*Assassinating the target, if target was the leader - +2 Exp
*Each Assassin Escaping - +1 Exp
*Preventing the assassination - +1 Exp to the target of the assination or the defending leader if the target was a henchman.

*in addition to the +1 exp for taking out a target if the figure is a hero.

Exploration:
Both sides roll as normal, with the exception that the attacking side counts their heros that did not participate in the battle.

Fell Cargo

Many dark legends have grown since the comet smote Mordhiem. One tells of a dark ship that docked that day. An evil barque carrying evil men on an evil errand. The comet and its firestorm destroyed ship, crew and cargo, but the contract that doomed the ship and crew has not released them. Every month when Morrslieb shines full the ship comes again to the ruined docks and things that once died keep an eternal appointment. The ship arrives at midnight. Witchfire lanterns are lit. A ship's bell rings 9 times. By dawn there is no trace of ship or crew. What riches do they bring? Whom do they wait for?

Tonight is the first night of Morrslieb's waxing. The ship will come and your warband will meet it.

Terrain

The Sartosan riverfront. Docks, jettys, ruined warehouses and townhomes cover an area approximately 3' by 4'. The river should be 18" to a foot wide and cover one entire board edge. (The north) The ship should be placed in the center of the dock area. Connect the ship to the docks with a gangplank.

Set-up

6 Determine the direction of the current in the main channel. This is important.
7 Roll off to determine who sets up first. Players may set up their models within an 8 inch deployment zone along the landward edges of the table. (East or West) No model may set up within 18 inches of the Ghostship. (Models with special deployment rules may not use them in this scenario, this includes Exploration Chart results like *Catacombs*.) Exception: each player receives one free rowboat. The boat and up to 6 mansize occupants may be set up on the river within 8 inches of the same table edge the rest of the player's warband is occupying. Rowboats ignore the 18 inch restriction.
8 The river is classified as Slow Moving.
9 Place a treasure chest in the center of the Ghostship's main deck.

Special Rules

3 **The Crew.** The crew of the stricken ship are cursed by their greed to guard their treasure for eternity. The crew will appear within 8 inches of any model that is on board the ship and in base contact with the treasure chest. Once they have appeared the crew has its own turn like a multi-player game. The crew turn follows the player that activated them. The crew will attack the nearest enemy model until the wreck is cleared of attackers or the crew is destroyed.*

4 **Cursed weapons.** The Despite their decayed appearance the pirates' pistols will fire on a 4+ roll on a d6. This is true even in heavy rain. The pistols are subject to the optional black powder rules as well.

5 **Endless waves.** On every undead pirate turn after the first d3 pirate zombies will appear within 8 inches of the Ghost ship. If no pirate zombies or crew are on the table at the beginning of a pirate turn the curse has been broken and no more will appear. These zombies may move normally in the turn they appear but may not charge.

6 **By the Light of Morrslieb.** At the start of each turn roll an artillery dice and multiply the result by 3. The resulting distance in inches is how far models may see in the moonlight. A misfire result equals a cloud hiding the face of the moon. Models then may see their initiative in inches. (Skaven, Undead and Possessed are unaffected by darkness, lanterns and torches add vision distance as noted.)

7   **The Ghostship.** Models that wish to board the ship must pass a *Fear* test as though they were charging a *Fear* causing enemy. Once one test has been passed the model has overcome its fear and need not test again and may move normally. If a model fails a test to board the ship it may do nothing for the rest of the turn while it quakes and gibbers. Models immune to *Fear* do not need to test.

*Note on placing crew and zombies. In the absence of a referee the players must place and control the zombies themselves. This should be done with an eye to the zombies' goal, protecting the treasure and clearing the ship. Thus if only one player has models on the ship, all undead pirates should be placed to attack them by the other player. However, if both players have models on the ship then the Pirate Captain and at least one pirate should defend the treasure and all remaining pirates should be divided equally among the possible targets. If the ship is full of models, zombies may be placed on the dock area and in the river.

Pirate Captain Dirk Razig
        Profile

M	WS	BS	S	T	W	I	A	L
4	5	3	3	4	2	4	2	8

Special: *Pegleg, Undead.* **Weapons and armor:** Cutlass, dagger, brace of pistols, Lucky Charm.
Raising the Stakes (Optional) For a tougher threat, you may use the Dramatis Persona version of Dirk, found in this document. If you really want a challenge, stick his brother in too!

        Undead Pirate (6)
        Profile

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

Special:*Undead..* **Weapons and armor:** Cutlass,dagger, brace of pistols.

        Zombie Pirate (Endless waves)
        Profile

M	WS	BS	S	T	W	I	A	L
4	3	0	3	3	1	3	1	5

Special:*Undead..* **Weapons and armor:** none

   Starting the game

Each player rolls a d6. The highest roll may move first.

   Ending the game

   The game ends when all warbands but one have routed and the undead pirates have all been destroyed or may not attack due to being out distanced, or when one warband has carried the treasure off a table edge. If both warbands rout the pirates retain their treasure if it is still on the table.

Experience

+1 Survives. If a Hero or Henchmen group survive the battle they gain +1 experience.

+1 Winning leader.

+1 per enemy out of action.

+1 for carrying the treasure of the table. The heroes or henchman group that rows or carries the treasure chest off the table gains the experience.

+1 for putting a pirate captain OOA. If a hero puts Dirk OOA he gains an additional experience in addition to the +1 for enemy out of action

+1 per enemy boat sunk or captured. The Hero with the highest leadership in a boat/raft which sinks an enemy vessel gains +1 experience. A hero or henchman that capture an enemy craft gain +1 experience.

The Treasure. The treasure chest follows the rules for treasure chests given in the main rulebook. Inside the winner will find one of the 13 Stones of Power. (See TC #15, pp 32-38.) Roll once on the Evaluation Chart on p. 33 to determine the type of Stone found. (Re-roll results 6-8.) Evil warbands may equip a hero with the stone and use it according to the rules found in TC #15. Good warbands must pass a leadership test to not use the stone. If the test is passed the warband gains 50 gc from their patron temple for destroying such a dangerous artifact. If the test is failed the stone must be assigned to a hero, who will use it according to the rules cited above.

Also in the chest the warbands will find:

3d6 gold coins.

5+	An Unholy Relic.
4+	A sword
3+	A helmet
5+	D3 jewels worth 10 gc each
6+	An enchanted shield (5+ armor save)

SHIP TO SHIP SCENARIOS

Whether using the Warhammer Ahoy rules or just having a ship to ship battle, the following locations let you duel for real on the high seas. For additional rules, see the Warhammer Ahoy Website (http://spiritofthegame.org.uk/warhammerahoy/index.htm) and/or the "Ship Battle" Variant (in the variant section below).

The Dragon's Teeth

By James "Von Kurst" Schumacher

Background. *West of Sartosa, near the southern tip of the island, stands the Dragon's Tooth Castle. Its highest tower has a beacon light that can be lit to warn ships of the Dragon's Teeth Reef or it can be dowsed to lure them to the reef. In these troubled times, more often than not the light is not lit. Then tragic things happen along the reef. Why just last night a lumbering merchantman broke up on the rocks, her crews' cries were heard for miles. If you hurry your crew may be able to save those brave men, or at least their cargo…*

Terrain

A coastal sea, the beach is not visible but a diagonal line of boulders should be strewn across the center of the board between 2 opposite corners to represent the reef. The boulders should be set up 9 to 24 inches from the table edges and from 3 to 12 inches apart. There must be several gaps for small ships to sail through but also clumps of boulders to trap the unwary.

Set-up

1. Place D3+2 wreckage counters among the boulders. These counters must be placed at least 8 inches from a table edge and 6 inches from each other. No counter may be placed more than 6 inches from the closest boulder.
2. Roll a d6 to determine which player sets up first. A player must deploy his ship in the center of whichever table edge he chooses with the bow facing the center of the board. The ship's boat and any other boats the player may own must be placed within 12 inches of the ship and not farther than 8 inches from the table edge. His opponent must place his ship and boats along the opposite table edge with the ship placed in the center.
3. Once both players have placed all their models, determine the direction of the prevailing wind.

Special Rules

1. **The wrack and ruin.** Each wreckage counter may be inspected by a boat or ship ending its movement adjacent to the counter (touching). At the end of the movement phase roll a D6, on a 1 or 2 the counter represents 1D3 cargo, on a roll of 3-4 there is just wreckage and on a roll of 5 or 6 there are still 1D3 crew clinging to the wreckage.
2. **Salvage.** A ship or boat may take the cargo or crew on board on its next turn provided there is room. Remember that the ship/boat must move its minimum distance unless it is anchored. A boat/ship traveling at a speed of greater than 6 inches may not load crew or cargo.
3. **'ware the Reef!** A ship that finds itself within 3 inches of a boulder for whatever reason must test to see if it has run aground. A ship that is touching a boulder must roll for collision damage and has run aground!
4. **The Beast of One Thousand Deaths.** The sea monster known as the Beast of One Thousand Deaths has made the reef his home. At the start of the second turn and for every player turn thereafter, each player must roll a D6. On the roll of a 1 or less, 1D6 of the Beast's tentacles will rise to the surface. The Beast is drawn to loud noises and the sounds of distressed creatures. If on the previous player turn one or more handguns or pistols were fired or ship's crewmen (not survivors) are in the water, subtract 1 from the roll to see if the Beast rises. If a great gun was fired or a ship/boat has run aground subtract 2 from the roll. All of these possible occurrences are cumulative, thus shooting pistols at crew in the water will cause a modifier of –2.
5. **Feeding Time.** The Beast's tentacles will rise in a clump in the middle of the game board. Once the number of tentacles has been determined the players take turns placing them within 8 inches of the center of the table. The player whose turn it is places the first tentacle.

No tentacle may be placed more than 6 inches from another. Once all tentacles have been placed they will move up to their full move toward the nearest source of food. If there is a choice between targets the tentacles will take a single model first, a rowboat second and a ship third. Add a monster turn after the player turn of the player who moved second. Once tentacles have appeared they will continue to appear until 6 have surfaced. Once 6 are in play no other tentacles need to be rolled for until all 6 have been destroyed or dragged prey beneath the waves, in which case the process starts again…

6. **Reach.** A tentacle may attack a target adjacent to it or within 3 inches of its base.
7. **All Wrapped Up.** If both tentacle attacks hit a warrior (man or ogre) the model is entangled in the coils and will be dragged beneath the sea. At the end of the next combat turn the model is removed from the table and counts as a casualty. Entangled warriors may only make one attack with a dagger while entangled regardless of the number of attacks on their profile. Animals or warriors that do not suffer penalties for fighting unarmed may only make a single attack as well.
8. **Lopped Off/Burp.** A tentacle that has been reduced to 0 wounds does not roll for injury it counts as lopped off and disappears beneath the waves. Likewise a tentacle that has captured food will not return to the surface until all tentacles have been lopped off or delivered food.

The Beast of One Thousand Deaths

	Profile				Tentacle			
M	WS	BS	S	T	W	I	A	L
6/3	3	0	6	4	2	4	2	5

Special: *All Wrapped Up, Reach, Lopped Off.*

Starting the game

Each player rolls a d6. The highest roll may choose to move first.

Ending the game

The game ends when all tentacles currently on the board have been destroyed or are not within 6 inches of a target AND all warbands but one have routed, or when all possible crew or cargo has been carried off a table edge.

Experience

+1 Survives. If a Hero or Henchmen group survive the battle they gain +1 experience.

+1 Winning leader.

+1 per enemy out of action.

+1 for destroying a tentacle. If a hero puts the last wound on a tentacle he gains experience in addition to the +1 for enemy out of action

+1 per enemy boat/raft sunk or captured. The Hero with the highest leadership in a boat/raft which sinks an enemy vessel gains +1 experience. A hero or henchman aboard an enemy craft when it strikes its colors gain +1 experience.

The Treasure Ship

By James "Von Kurst" Schumacher

Background. An alliance of Pirate Lords has attacked the Great Treasure Fleet. The battle has been hot and bloody, but now the various squadrons have broken up as individual captains pursue the shattered fleet. Your ship has followed this promising fat, crippled merchantman. Just as you are about to overhaul him another ship sails out of the cloud bank created by the battle. A rival!

Terrain

The open sea near the coast of the Old World. We recommend at least a 4x4 table. The ocean may sport up to d3 small islands. Islands must be no more than 3 inches radius. The islands are covered with jungle and the odd ruin or guardian statue. The islands should be placed no closer than 8 inches to one another and at least 6 inches from a board edge.

Set-up

4. Place the treasure ship in the center of the southern table edge. The ship is traveling with the wind.
5. Roll a d6 to determine which crew sets up first. Each player places his ship and any boats at least 24 inches from the treasure ship along the east or the west table edges (a player must pick one edge or the other not both). The boat/ship must be within 8 inches of a table edge.
6. Place 5 treasure counters on the ship's decks. The counters should not be closer than 1 inch to another counter and there must be at least one on each deck section. (Fore, amidship and aft.)

Special Rules

9. **Battle Damaged.** The treasure ship may only move 3+d3 inches with the wind. Against the wind the ship may only move 1+d3 inches. Propulsion and the Hull have taken d6 wounds before this scenario starts. The mast has not yet fallen but her rigging is shot to hell. Also the ship counts as a Barge. (See EiF *Boats*) (*Warhammer Ahoy!* the ship counts as a medium sized ship)
10. **Trapped.** There are 6 crew models on the ship. The crew will fight without taking rout tests as long as Captain Billy is standing. Once the captain has gone OOA, the crew take rout tests as normal. If a test is failed the crew will surrender. Merchant crew that surrender may be pressed as normal.
11. **Weather.** The day is calm and clear. At the beginning of the 4th turn roll a D6. On a 6 roll on the weather table to see if the weather changes. If the weather does not change roll every turn thereafter but the target number will now be one lower, i.e., a 5+ on turn 5.
12. **Gunners.** Only the 2 models designated as gunners may fire the swivel guns. The guns are subject to the special rules for swivel guns *cumbersome* (-1 M and –1 I) and *blackpowder rules* (misfire on a to hit roll of 1).
13. **Ammunition.** There are only 2 kinds of ammunition on board for both guns. Roll a d3 twice for the types of shot carried before the game begins. 1-Ball shot. 2- Chain shot. 3-Grape shot.
14. **Treasure.** A model may pick up a treasure counter for 2 movement points. Roll immediately on the treasure table to determine what the treasure is. A model may carry up to 2 treasure counters. However some treasures count as 2 counters (see below). In addition to the treasure on the deck there is a chest with 2D6 gold plus 2 rolls on the treasure table in the ships hold. You must capture the ship (i.e. eliminate the crew and be the last warband on the table) to gain this treasure.

Profile — Captain Billy Blood

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

Special: *Pegleg, Parrot, Pistolier, Acrobat, Expert Swordsman, Blind in one eye.* **Weapons and armor:** Cutlass, dagger, brace of pistols and light armor!

Profile — Crew gunner (2)

M	WS	BS	S	T	W	I	A	L
4/3*	3	3	3	3	1	3/2*	1	7

Special: *gunner, cumbersome*, blackpowder rules.* **Weapons and armor:** Cutlass, dagger and swivel gun.

Profile — Crew(4)

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

Weapons and armor: Cutlass, dagger, brace of pistols.

Starting the game

Each player rolls a d6. The highest roll may choose to move first.

Ending the game

The game ends when the merchant has surrendered or moved off the northern table edge AND/OR all warbands but one have routed. Sadly the treasure ship will sink before it can be looted of guns and ammunition. (A slow leak that went unnoticed during the fight.)

Experience

+1 Survives. If a Hero or Henchmen group survive the battle they gain +1 experience.

+1 Winning leader.

+1 per enemy out of action.

+1 for putting Captain Billy OOA. If a hero puts Billy OOA he gains experience in addition to the +1 for enemy out of action

+1 per enemy boat/ship sunk or captured. The Hero with the highest leadership in a boat/raft which sinks an enemy vessel gains +1 experience. A hero or henchman that capture an enemy craft gain +1 experience.

Treasures. Roll 2D6 for each treasure counter.

2   A chest containing a *Major Artifact*. (The chest counts as 2 treasure counters, i.e. a warrior can't carry another treasure counter)

3   A suit of *Ithilmar Armor*. (The armor counts as 2 treasure counters, see above)

4   A small chest containing d3 doses of Healing Herbs.

5   A small chest containing 5d6 gold coins.

6	A small chest containing 4d6 gold coins.

6   A small chest containing 4d6 gold coins.

7   A small chest containing 3d6 gold coins.

8   D3 gems worth 10 gold each.

9   A small chest containing d6 doses of Black Lotus.

10   A small chest containing d3 doses of Dark Venom

11   A chest containing a *Minor Artifact.* (The chest counts as 2 treasure counters, see above)

12   A treasure chest containing 5d6 gold coins and 2 of the above items, roll twice. (The treasure chest follows the normal rules for treasure chests, half move for one warrior normal move for 2 warriors, may not run, cast spells or shoot. Drop if attacked. Re-roll any additional rolls of 12 when rolling for a chest's contents)

Duel on the High Seas

By James "Von Kurst" Schumacher

Background. *The day has been grand! Just this morning you made a nice haul. Now you sail on the opensea with none to oppose you and soon you will return to port and the joys of a victorious crew.*

"Sail ho," cries the lookout! Two words may change the course of the day.

Terrain

An open sea. There may be a small island or a cluster of rocks, but terrain should be minimal.

Set-up

7. Roll a d6 to determine which player sets up first. A player must deploy his ship in the center of whichever table edge he chooses with the bow facing the center of the board. The ship's boat and any other boats the player may own may be placed within 12 inches of the ship and not farther than 8 inches from the table edge. (The ship's boat may always start aboard the ship as well.) His opponent must place his ship and boats along the opposite table edge with the ship placed in the center.

8. Once both players have placed all their models, determine the direction of the prevailing wind.

Special Rules

15. **Cargo.** The crew with the lowest warband rating begins the game with D3 cargo on their ship.

16. **Shark Infested Waters.** Whenever a warrior or animal begins a player turn in the water roll a D6. On a roll of a 1 a shark swarm surfaces adjacent to a randomly determined model (if there are more than one possible targets) and attacks it! Once the sharks have taken the model OOA, they will move toward the next possible victim until no swimmers are in the water. Sharks always benefit from soft cover. Continue to roll to see if more sharks appear as long as there are possible victims. Once there are no targets all sharks will dive below the

surface to lurk until the next victim lands in the water. If a new victim appears, the sharks will resurface with any wounds restored.

17. **Weather.** The weather is clear when the game begins. At the beginning of turn 4 roll a D6, on a roll of 6 the weather will change. Roll on the Sartosa weather table to determine the new weather. If no 6 is rolled, roll again at the beginning of turn 5. The weather will change on a 5+. On turn 6, a 4+ will be needed, etc.

	Profile			Sharks				
M	WS	BS	S	T	W	I	A	L
12	5	0	5	4	3	3	3	NA

Special: *A shark swarm is OOA when all its wounds are gone.*

Starting the game

Each player rolls a d6. The highest roll may choose to move first.

Ending the game

The game ends when one ship has struck its colors, or when the cargo has been carried off the opposite table edge.

Experience

+1 Survives. If a Hero or Henchmen group survive the battle they gain +1 experience.

+1 Winning leader.

+1 per enemy out of action.

+1 per enemy ship sunk or captured. The Hero with the highest leadership in a ship which sinks an enemy vessel gains +1 experience. A hero or henchman aboard an enemy craft when it strikes its colors gains +1 experience.

The Sea Wolves
By James "Von Kurst" Schumacher
Your warband has found a safe harbour along the coast either on a small coastal island or along one of the broad rivers. Unfortunately your enemies have discovered your lair…

Terrain
The river/sea covers roughly half of a 4x4 table. The water may vary from 36 to 12 inches wide, but one table edge should be counted as all water and the opposite edge as all land. The water may contain 1 small (3″ diameter) island. The rest of the table is counted as land. The defender may set up a small watchtower and 12″ of sea wall on land within 6 inches of the water. The defender also has a number of huts or tents equal to his warband's number of warriors (not counting animals) divided by 3. The huts or tents must be set up within 12 inches of the landward board edge and 3 inches of each other. The defender also places his ship and a section of dock along the shore within 12 inches of the center of the table. The dock should be touching the shore and one of the ship's long edges should touch the dock. The ship is assumed to be at

anchor. Once the basic features are set the board may be further embellished with jungle, crags, guardian statues and camp supplies and equipment (barrels and crates, stacked arms, cooking fires, etc.). The camp area should be cleared of jungle (no jungle within 3 inches of a tent) and there should be an obvious cleared path to the landing area.

Set-up

1. The defender places his forces first. 1 model may be placed in the tower as a sentry. 2 other models may be placed on or with in 1 inch of the sea wall as sentries. 1 model may be placed on the ship as a sentry. 1 other model may be assigned to the ship but is assumed to be asleep when the scenario begins. All other warriors must be assigned to a tent. (Write their location on a piece of paper before the battle.) Animals may be placed within 3 inches of a tent or sentry. The defender may place one of the war machines from his ship on the shore in the tower or within 3 inches of it.
2. The attacker must place his ship in the water with its stern touching a non-land board edge. His ship's boat and any other boats he may own may be set up in the water within 6 inches of a table edge and at least 3 inches from land. Up to half of the attacking warriors (round up) must set up on the ship. The other half may set up in the ship's boats or on land within 6 inches of a table edge and not in the attacker's normal charge range of an enemy model. (I.e. a human warrior must be more than 8 inches from an enemy model or a tent, tower, etc.) Amphibious warriors may set up in the water as per boats.
3. Infiltrators. The attacker may infiltrate as normal. The defender may not.

Special Rules.

1. **Ships.** Use the *Warhammer Ahoy!* rules for ships in this scenario. The raiding ship is moving at a speed of 4 inches on the first turn of the scenario.
2. **The Dark before the Dawn.** The first full game turn of the scenario uses the RotC rules for Darkness. At the beginning of every player turn following the first roll a D6 on a roll of +4 the sun has risen. The rules for Darkness are no longer in effect. However the rising sun will blind any model attempting to shoot at an enemy to the east (or southeast or northeast). Modify all rolls to hit by one for shots to the east. (I.e. if an warrior needed a 3 to hit normally with a missile weapon they now need a 4 if shooting into the rising sun.) Note that the attacker must identify one board edge as East once the sun rises.
3. **Sentries!** Use the rules for Sentries from Relics of the Crusades.
4. **Fire!** Use the rules from TC#8 "Let the Damned Burn." All structures and the ships may be set on fire by a model with a torch or fire arrows. Cannon and bolt throwers may set things on fire as per *Warhammer Ahoy!* rules. If any structures (tents, huts or the tower) are on fire at the start of a defending player's turn he must count the structure on fire as a warrior OOA for the purposes of determining rout tests for that turn.
5. **Cannon.** Cannon mounted on a ship must be aimed by maneuvering the ship. Thus any guns on the anchored ship may only fire in the direction they are pointing. A cannon on land may be turned to fire in any direction without penalty. A cannon firing at targets on land must add a second roll of the artillery dice to the first roll. The second roll is the 'bounce'. Any model or structure touched by a bouncing cannon ball is hit. The tower and the sea wall will stop a cannon ball. It bounces no further once it touches the tower or wall. A tent or hut will not stop a bouncing cannon ball. D3 models in a structure that is wounded by a cannonball will take a St 4 hit from flying debris.
6. **Flimsy.** Tents and huts will be totally destroyed if they are wounded by a cannon ball. Do not roll to see how many wounds the cannon ball inflicts. However do check to see if a fire

starts and roll for damage to any models inside the structure as above. If a fire starts it will last for D3 turns as the ruins of the tent are consumed.

7. **Surprise!** The Defender's models that are not sentries must take an entire turn in which they do nothing before they count as armed. Unarmed models may still count any charms or Rabbits Feet they own, but may not benefit from armor or other equipment. (Cloaks, etc.)

Starting the game

Each player rolls a d6. The attacker adds +2 to his roll. The highest roll gains the first player turn.

Ending the game

The game ends when only one warband has not routed.

Experience

+1 Survives. If a Hero or Henchmen group survive the battle they gain +1 experience.

+1 Winning leader.

+1 per enemy out of action.

+1 for a hero that sets a structure or ship on fire. If an attacking hero starts a fire, he gains +1 experience.

+1 per enemy boat/ship sunk or captured. The Hero with the highest leadership in a boat/raft which sinks an enemy vessel gains +1 experience. A hero or henchman with the highest leadership aboard an enemy craft that's captured gain +1 experience. (I.e. there are no enemy models aboard the ship at the end of a turn or the ship has struck its colors.)

SARTOSA SETTING VARIATIONS

Locations Variant– by James "Von Kurst" Schumacher

This location-based variant is so vast and detailed, it has to be put it its own document! See the separate PDF, "Sartosa: Locations".

"Ship Battle" Variant-
by James "Von Kurst" Schumacher, based on the Warhammer Ahoy Rules
http://spiritofthegame.org.uk/warhammerahoy/index.htm

If you choose, at the start of the campaign, each warband owns a ship. If using the Warhammer Ahoy!, rules this is a Medium Class ship (otherwise, it counts as a Sloop). Each ship comes with 2 light Cannon, 4 Cannon Crew, and a Rowboat (see below for rules on each).

Light Cannon Rules:

M	WS	BS	S	T	W	I	A	L
-	-	-	-	7	3	-	-	-

Cannon Shot: The cannon may fire one cannon shot each turn, which has a range of 36", a strength of 7, and causes 1D3 wounds. There are no limit to the cannon shots fired per game. The cannon may only be fired if one of or more Cannon Crew (see below) are in base contact with it.

Cannon Trajectory: The Cannon follows the same rules as cannons in Warhammer Fantasy: declare a range between 0-36", then add the number indicated on a thrown artillery dice. This is the distance the ball flies before bouncing. Throw the artillery dice more time: this is the deadly area of the ball's bounce, hitting all people within the artillery dice's distance. If a model or portion of the ship is hit with the cannon ball, he suffers a S7 hit that deals 1D3 wounds. If either artillery dice rolls a misfire, roll on the following chart. Note that a cannon ball will not bounce on water!

Move of Fire: The cannon may not be moved and fired in the same turn, except to pivot.

Reload: If two friendly Cannon Crew members are working on a single cannon, the cannon may be fired during each of your Shooting Phases. If your cannon has only a single Cannon Crew devoted to it, it takes a turn to reload. A cannon that has no Cannon Crwe working on it will not be reloaded.

Difficult to Move: When moving a cannon, the warriors pushing it may not run or charge. If 2 models are moving it, it may move up to the slowest warrior's movement value. If one person is moving it, the model moves ½ base movement. A cannon may never move on its own.

Shipbound: A cannon may never be taken off of a ship unless the scenario specifically states otherwise.

Replaceable: A Cannon which suffer a gun destroyed result are considered replaced/repaired in time for the next game.

Hard to Aim: A Cannon that hits a boat will travel "below" deck as a default. Use the "Location" chart (in the Sartosa Errata or the Empire in Flames supplement) to determine which part of the ship was hit with a cannon ball.

For further optional rules on cannons, see the Warhammer Ahoy section.

Cannon Crew: 2 Cannon Crew members serve each cannon. These gunners do not need to be purchased as part of the warband, and are chosen from the most appropriate unit from the warband. (Pick a unit that could believable man a cannon, such as a Human Gunner or Marksmen, a Ghost Pirate Skeleton Mates or Cursed, a Dwarf Thunderer, etc.) These models do count towards your warband maximum warband size, the maximum number of each henchmen type you're allowed to buy, or towards selling treasure. Cannon Crew use the following rules:

Shipbound: Cannon Crew will never leave the ship except during boarding action scenarios.

Single-Minded: Cannon Crew never gain experience.

Press-gang: Cannon Crew may be pressed by enemy Pirate or Navy warbands if taken OOA.

Replacement: If a gunner is stolen or killed, the warband must pay purchase a replacement using his normal money. If not, the cannon will be undermanned in the next battle.

Boat: The ship includes a rowboat. This boat follows the rules for small boats given in the Sartosa rules pack. The ship's rowboat may be used in any scenario that includes small boats as an option. Alternatively, it may be hoisted up with the boat at the start of the scenario, and

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"The Western Inds" Variant
by James "Von Kurst" Schumacher
A Caribbean adventure that mixes the wildest jungles with buccaneering amorality!

Your group may choose to fuse the Sartosa & the Lustria settings together, and create a pirate-y setting amidst the wild jungle islands off of the coast of the New World. The port towns would remain very much like Sartosa City settings, but the Island settings would be very much like Lustria, filled with Carnivorous Plants, giant reptiles, and other bizarre creatures.

Some ideas to make it unique from the Sartosa setting include:

Cannibals: What's a good Pirate story without Cannibals? We recommend the Forest Goblin Warband. There's also the "Savage Orc" Variant found in PDF 4H.
Note: While the Fallen warband is also appropriate, our group found it a bit too strong (this would be even more so in a setting with nearly no Prayercasters!) One suggested 'nerfs' for the Fallen warband is the one recommended by the Relics Campaign:
Burning Sun: During the Revenant will suffer a strength 4 hit at the beginning of each turn he spends in the open. (Of course, in order to be fair, each game would have to have a 50% chance of being played at night time.)

Natives: Amazons & Lizardmen. If using Lizardmen, we highly recommend using the 'Hazards' rules listed below. *(Why? Because the Aquatic rules can dominate a campaign… unless you have some massive nasties to counter-act the bonus!)*

Skaven & Vampires: The Continent of Lustria is known to be infested with Skaven and Vampire Hordes. Consider using the Skaven Warband (the Pestilans warband is even more appropriate), as well as the Undead Warband (Original and Necrarch are great choices).

Tileans: Tileans are definitely advised for the normal Sartosa setting too, but in the West Inds, they gain access exclusive to 'Pirate' gear, like Banners; in the New World, they're not required to be the 'Navy'. Rather, they can act any dastardly way they want!

Hazards: In addition to the Lustria Hazards, use the Crocodile and Shark-Infested Waters Hazards, as described below (the Hazards section).

HAZARDS
Think things are too easy for you in Sartosa? Here's a few other Hazards to throw in:

Shark Infested Waters by James "Von Kurst" Schumacher
Have too many aquatic models swimming about, happy as clown fish? We'll soon change that…

At the start of any player's turn, if there are one or more models belonging to any warband in the water, roll 1D6. On a roll of a 1 a shark swarm surfaces adjacent to a randomly determined model (if there are more than one possible targets) and attacks it! This counts as a charge, which is resolved during the Combat Phase. Once the sharks have taken the model OOA, they will move toward the next possible victim until no swimmers are in the water. Sharks always benefit from soft cover (-1 to shoot at). Continue to roll each turn to see if more sharks appear as long as there are possible victims. Once there are no targets all sharks will dive below the surface to lurk until the next victim lands in the water. If a model once again enters the water, roll again each turn as before. It is impossible to kill all the sharks; likewise, whenever a whenever a shark surfaces or resurfaces it will always start with full wounds. If a shark is one the board, they will gain their own NPC turn immediately after the current player's turn (or, if there is already an NPC turn for other models on the board, you may make their moves and attacks then.)

Sharks

	M	WS	BS	S	T	W	I	A	Ld

Shark	12	5	0	5	4	3	3	3	10

Weapons and Equipment: Tooth!
Special Rules:
Causes Fear, Aquatic
Immune to Psychology

Special: A shark swarm is OOA when all its wounds are gone.

Giant Crocodiles- By James "Von Kurst" Schumacher
Just when you thought it was safe to go back in the water… or out of it… or even anywhere near it… or even think about it…

Use the rules below for any scenario that calls for crocodiles.
• Setup. 1D3 Crocodiles (or the number specified by the scenario) are placed before the warbands set up. Players should take turns placing the crocs rolling off for any odd models. Crocodiles should be placed no further than 2" from a water feature or 12" from the center of the game table and at least 6" from each other.
• Activation. Crocodiles will not move or attack unless a model moves within 8 inches (on land or in the water), a model falls into the water, a blackpowder weapon is fired within 24", a boat capsizes or sinks, or the crocodile is attacked in any way.
• Actions. Crocodiles will enter the water if any of the above conditions are met, with the exception of an attack. The crocodile will stand and fight if charged. If it is shot at or attacked by magic it will move toward the direction of the attack (especially if it can see the shooter or magician.) The crocodile always moves 2D6.
• Aquatic. The crocodile will stay in the water if it can. It will attack a knocked down or stunned model that is within 2 inches of the water if it can reach it. In the water it will move toward the nearest model (warrior or boat) in the water, always moving towards a single model if there is a choice. If in contact with a boat full of models, roll 1D6 before it attacks: on a 1-4 the croc will attack the boat's hull, on a roll of 5+ it will attack the nearest occupant of the boat.
• Food. If a crocodile takes a model Out of Action it will drag the model into the water on its next movement phase. If the crocodile is taken OOA before it can drag the model under, the model is just considered OOA. If a crocodile takes it, a henchman is considered killed and should be stricken from the warband roster. A hero must roll a D6 on a 4+ it rolls on the injury table as normal. A 1-3 result means the hero is dead.

	M	WS	BS	S	T	W	I	A	Ld
Croc	2d6	3	0	5	4	3	2	2	4

Weapons/Armor: Teeth! Lots of them!
Special Rules:
Causes Fear, Cold Blooded, Scaly Skin (5+ save) Aquatic, Large Target.

Slippery Jack – by Warboss Kurgan
A mysterious creature from the deep… perhaps the less you know about him, the better!

Long have the murky waters around Sartosa been terrorised by the creature known as Slippery Jack. The massive, many-tentacled beast is a universal presence in the harbour, and always seems to be watching and waiting when he senses warbands near the water's edge. Rather than risk a watery grave (or worse) Sartosans often leave treasure floating on the surface of the waters, ripe for the picking of those brave or foolish enough to dip their toes in the harbour…

Jack is a water bound monster, meaning he'll only attack models that are in or are less than 1" from water. If no one is in or near the water, he'll move about randomly. If someone IS in or within 1" of the water, he'll head straight for them! He uses the following rules:

	M	WS	BS	S	T	W	I	A	Ld
Jack	*	3*	0	4	4	2	3	*	10

Weapons and Equipment: Lashing Tentacles and unspeakable evil!

Special Rules:
The Murky Waters - Whenever Jack shows up, any body of water he is in immediately becomes "Murky". In addition to the normal rules, any model in the water counts as in cover (-1 to hit for missiles.) Also, to climb out of the water, a model must pass an Initiative test or it cannot move. If a model is taken out of action while in the water, it automatically passes into Slippery Jack's clutches (see the injury chart below).
Fear: Jack is a terrifying creature. He causes fear.
Immune to Psychology: Jack is Immune to Psychology
Aquatic: Jack is Aquatic (meaning he ignores movement and combat penalties for being in water).
Movement: The beast has many tentacles blindly probing the murky depths of Sartosan harbours, but when they sense movement in the water they swiftly move to drag their unfortunate prey to its doom. The Slippery Jack counter starts in the centre of the water board and then moves D6" in a random direction at the start of every player's turn. [Note: if you do not have water in the middle of the board, he will start in the middle of whatever water terrain piece he surfaces in.] It will pass under floating objects, or move along the shore. If any model goes in the water, Slippery Jack immediately moves 2D6" directly towards it. If the model is trying to go into the water and then out again, it may complete its movement only after Slippery Jack has been moved. Thereafter, Slippery Jack will move 2D6" directly towards the nearest model in the water at the start of every player's turn.
Dragged Down: If Slippery Jack comes into base contact with a model, the individual is automatically taken out of action. No fighting back, no saves, no excuses. The victim has been pulled down into Slippery Jack's clutches in the briny/brackish depths (see below)! If two or more models are in combat in the water, they attract more attention than individuals attempting to be stealthy. The Slippery Jack counter will always move 2D6" towards a combat in preference to individuals (of course any individual passed through to get there will find themselves in his clutches too!). If Slippery Jack touches any model in combat, all models in the combat will automatically be pulled down into his clutches, although if any models in the combat were not actually touching the water, they will escape if they can pass an Initiative test. After taking a model (or combat full of models), the Slippery Jack counter disappears until the start of the next player's turn when he reappears in the centre of the board and acts as above.
Tentacle Lash: If there are rafts or row boats in the water, Jack may also try to destroy them. When in contact with a boat, a tentacle gains 1D6 attacks. Randomize hits against the craft as if you were shooting at it (see the Sartosa Errata for "Shooting at a Boat".) Any hits against the boat are dealt at S4. Any hits against the crew automatically pull the model down into the water! Once a boat is destroyed, he will scoop up the nearest model in the water and drag him down. Given a choice, Jack will always move towards individuals in the water before he goes after boats.
Flotsam and jetsam: All manner of wondrous treasure is left floating on the water in fear of Slippery Jack. In any game that involves Slippery Jack, also place a Floating Treasure counter. The floating treasure counter starts in the middle of the water board and then moves D3" in a random direction at the start of every player's turn. It cannot pass under other floating things but

will move along them (or the shore). A hero may search the treasure by making base contact with it, but must be in the water to do so. The floating counter is worth 1D3-1 Cargo (roll when searched). Place a normal treasure counter by the hero, which may be passed on to or picked up by other heroes as per usual rules. Whichever hero has the counter when the game is over may also roll an extra exploration dice in the Post game Phase.

Undying Evil: The stats and the counter represent not all of Slippery Jack, but merely one of his tentacles! He is impossible to take out in hand to hand (anyone who touches him gets dragged down), but it is possible to wound him with long range attacks. If you managed to take the tentacle out of action, it will not "kill" the beast… instead, a new Slippery Jack tentacle will appear at the start of the next player's turn, in the center of the board.

Slippery Jack's Clutches (alternative Serious Injury Chart)
If a henchman falls into Slippery Jack's clutches, roll for injuries after the game as normal. But if a hero suffers this fate, roll a D66 on the following chart instead of the normal heroes' serious injury chart:

11-15 Drowned: The hero and all his equipment are devoured by Slippery Jack. Remove him from the warband's roster.

16-25 Disappeared: The warrior has vanished beneath the murky waters. He will miss his warband's next game. At the end of the missed game roll again on this chart adding +1 to the roll (cumulative if this result is rolled again).

26-31 Washed up: The hero is found by his companions, naked and semi-conscious on the beach. All his equipment, weapons and armour are lost but he is otherwise unharmed.

32 Psychological scars: The warrior won't talk about his experiences in Slippery Jack's clutches, but they've affected him deeply. Roll a D6: 1 = stupidity and frenzy ; 2-3 = stupidity; 4-5 = frenzy; 6 = -1 Initiative

33-34 Fear of the waters: The terrors of the hero's experience beneath the murky waters have affected him to his very core. Whenever the warrior finds himself within 6" of the murky waters, he must take a Leadership test as per an All Alone test (page 22 in Mordheim rules). If he fails, he will always run for the nearest point on the table edge he can get to without moving closer to the waters.

35-37 Nemesis complex: The hero's experiences have left him with a psychotic hatred of Slippery Jack which drives him on a foolish, futile (and probably terminal) quest to wreak his revenge on the monster. From now on, whenever he is within line of sight of the murky waters and not able to see any enemies, he must move directly towards the waters as fast as possible.
If within charge range of the water he must charge into the water in the direction of the Slippery Jack counter even if he can't reach the monster himself.
Once in the water, the hero must pass a Leadership test at the start of his next turn to recover his senses. If he fails, he will continue to try and charge Slippery Jack! Of course, should he come into base contact with his 'nemesis' he will instantly be taken out of action and have to roll again on this chart at the end of the game!

41-55 Full recovery: Whether by luck or skill, or by tasting repulsive, this warrior is not destined to be Slippery Jack's dinner… this time.

56-57 Fighting chance: The hero has found himself wrestling among the tentacles of the sea monster and may be able to fight himself free! Fight a combat with Slippery Jack's tentacles using the Chaos Spawn profile. The fight is a swirling, thrashing melee under water so neither side counts as charging, but are locked in combat from the outset (i.e. no shooting!).
If the warrior looses, roll again on this chart, re-rolling results of 41 or above.
If the warrior manages to win, he automatically gains +1 experience and then rolls again on this chart, re-rolling results of 36 or below (yes, he can end up fighting again!).
The outcomes of these fights have no effect on Slippery Jack – he's a big monster with plenty of spare tentacles!

61 Sunken treasure: Having been sucked down into the depths, the warrior has not only found, but has somehow managed to escape the waters with a rusting, barnacle-ridden chest containing D6 pieces of treasure. He also gains +1 experience.

62 Hardened: The hero has survived unimaginable terrors at the hands of Slippery Jack and nothing can scare him anymore. From now on he is immune to fear and all alone tests, and adds +1 to his leadership. He also gains +1 experience.

63 Swimmer: While struggling against Slippery Jack in the murky depths, the warrior was delivered by the beautiful forms of the mer-people (or hideous forms of the sea-daemons, as appropriate!) who have shared with him their own affinity for water. From now on, the hero may move at normal speed in all water and counts it as hard cover (-2 to hit). Furthermore, he can choose to be 'invisible' to Slippery Jack when in the water (i.e. the model is ignored when determining the monster counter's movement). He also gains +1 experience.

64 Aura of the depths : The hero's experiences have left him with a terrifying self-confidence. He causes fear and hates all enemies from now on. He also gains +1 experience.

65 Secrets of the depths: No one is quite sure exactly what happened, but the hero appears to have gone through some kind of mystical experience. If he was a magic-user, he may choose an additional spell from his normal spell chart (or choose to cast one of his current spells with a +1 modifier). If he was not a magic-user before, he becomes one, using the normal spell list for his warband (or something appropriate if his race's rules don't include magic-users). He starts with one free, randomly generated spell. He also gains +1 experience.

66+ Lost Artefact! You've found it! Deep beneath the waves, in the clutches of the great monster, the warrior discovers a powerful item! Roll once on the Magical Artefacts list. He also gains +1 experience.

 (Note: "Slippery Jack" is a fantastic monster that fits in any Sartosa campaign, but there's no reason you can't create your own. A Chaos Spawn or Possessed makes a great jumping off point- just add some Tentacle or Giant Claw mutations, and presto- your own sea monster!)

Winged Terrors
Perfect for Ship to Ship Battles- if the enemies have wings, they don't need to worry about climbing the side of the boat!

When you're a pirate, even the skies aren't safe... one idle watchman, and you can lose a dozen deckhands to a flying monstrosity. These include vampiric bats off of the Southlands, skeletal Sgulls off of Khemri, feathered Rocs near Araby, and cold-blooded Terradons in the New World. Any of these creatures can appear out of the blue, and seldom travel alone. Travel in groups of 1D3+1.

M	WS	BS	S	T	W	I	A	Ld
1	3	0	3	3	2	3	2	5

Weapons & Equipment: Teeth and talons
Special Rules:
Fly: A Terror flies 12" each movement phase- while moving, it may ignore terrain and models, move diagonally, and never need to climb. This movement is not doubled with charging, and may not march. The Terror must end his turn on the ground (or hovering slightly over), and may only charge models that he can see.
Fear: A Winged Terror causes fear.

Specialization: Based on the location or the scenario, each the Terror comes with a special type.

Each type has its own special rule:

Vampire Bats: If a Bat takes a non-undead model out of action, roll 1D6 at the end of the turn: on a 4+, the Bat becomes "Frenzied."

Sgull: Immune to Psychology, immune to poison, counts as undead. Immune to Pain (treats stunned as knocked down.)

Terradon: Cold-Blooded (rolls 3 dice for leadership), gains a 5+ armor save that cannot be reduced below 6+. May be ignored due to Critical Hits.

Roc: At the start of the Roc's movement phase, if the Roc is not in hand to hand combat with an opponent, roll 1D6: on a 5+, it has "Flown High". It is removed from the board, with a marker placed where it had been. During the Roc's next turn, the Roc is placed on the board, in base contact with a random enemy model that is within 24" of the marker- this counts as a charge (he may do so even though he didn't "see" his enemy). If there is no model within 24", it will be placed within 24" of the marker, in the direction of an enemy model. In either case, this 24" "dive" counts as the Roc's movement for this turn.