



NEW WEAPON RULES

BOAT HOOK (by Tim Huckelbury)

These are normally used to pull in ropes or other objects from the water, but their long reach and wicked metal catches makes them also useful in combat.

Range: Close Combat **Strength:** As User -1

Special Rules: Strike First, Two-handed

SPECIAL RULES

Strike First. Boat Hooks are used in Close Combat. They allow the user to Strike First in the first round of any close combat like a spear, but require both hands to use.

Two Handed. Models using a Boat Hook in combat cannot use any other weapons, or gain benefit from a shield or buckler, while in close combat.

CAT O' NINE TAILS (by Tim Huckelbury)

Order is often maintained aboard the ship with the threat of the lash. In battle the long barbed whip of the Cat is also seen, but this time dealing out punishment to the enemy!

Range: Close Combat **Strength:** As User **Special Rules:** +1 Armour Save

SPECIAL RULES

Whipcrack: See the Mordheim Rules Review, pg. 4.

+1 Enemy Armour Save. A Cat o' Nine Tails is made of rope, and gives the target +1 to its armour save (or a 6+ if they have none), exactly as if the enemy had been hit by a bare fist or dagger.

HOOK HAND (one per model)

(by Tim Huckelbury)

Pirates who have lost a hand or arm due to a Hand Injury or Arm Wound can be fitted with a sharpened metal hook. The wearer of the stylish new device cannot use any two-handed weapons, but will always count as having a close

combat weapon in that hand. The hook strikes in close combat in the same manner as a dagger. A new pirate joining the warband, either during initial warband creation or as a new hire, may also start out with a Hook Hand. If the wearer gets a Hand Injury or Arm Wound in further battles, these can be ignored on a roll of 4+ as the hit was taken by the Hook Hand instead.

NEW MISSILE RULES

BELAYING PINS (by Tim Huckelbury)

A typical ship contains hundreds of these short lengths of carved wood. They are set up in racks in convenient places in the ship, around which the running rigging can be secured or belayed. These also make good weapons, and pirates quickly become proficient with hurling them as short range weapons.

Range: 6" **Strength:** As User -1 **Special Rules:** +1 Armour Save

SPECIAL RULES

Thrown Weapon: Models using Belaying Pins do not suffer any penalties for range, but still suffer a -1 to hit penalty if they use them after moving that turn.

+1 Enemy Armour Save. They also do not hit very hard, so strike at User Strength -1 and give the target +1 to its armour save (or a 6+ if they have none), exactly as if the enemy had been hit by a bare fist.

Knife-Like: A model with the Shooting Skill 'Knife Fighter' may instead throw pins. The normal 'Knife Fighter' restrictions apply.

DOUBLE-BARRELED BLUNDERBUSS

A fancy invention that saves a pirate time for reloading, and possibly saving his life in the meantime. The inside is filled from any and all kinds of ammo, from silver rounds for fighting evil spirits to plain rocks from the ground.

Maximum Range: Special; **Strength:** 3; **Special**

Rules: Shot, Fire twice, Misfire

SPECIAL RULES

Shot: When your model fires the blunderbuss, draw a line 16" long and 1" wide in any direction from the firer (the line must be absolutely straight). Any and all models in its path are automatically hit by a Strength 3 hit.

Fire Twice: It takes a very long time to load either barrel of the blunderbuss, so it may only be fired twice per battle. Alternatively, the user may fire both shots simultaneously, dealing 2S3 hits instead of 1.

Misfire: While the Blunderbuss does not require a roll to hit, roll a D6 anyway. On a roll of 1, the weapon misfires; roll once the Black Powder misfire table.

DOUBLE-BARRELED PISTOL

*(from the Ostlander warband by Brian Lang)
Knowing Ostlanders' penchant for impressive weaponry (and ready willingness to spend excessive amounts of money) a weaponsmith from Hochland decided to weld two barrels together on a pistol and sell it for twice the price. Since then the weaponsmith has been flooded with orders from some of the most powerful Warbands in the Old World.*

Range: 6" **Strength:** 4 **Special Rules:** Prepared Shot, Save Modifier, Hand-to-hand, Double-barrelled

Prepared Shot – As per the Mordheim rulebook.

Save Modifier – As per the Mordheim rulebook.

Hand-to-hand – As per the Mordheim rulebook.

Double-barrelled Any enemy is hit by two blasts rather than one (i.e. a pistol causes two S4 hits rather than one for each successful hit). However, each barrel takes a full turn to reload (although if you reload only one barrel you can fire it like a normal pistol/rifle). If you own a brace of double-barrelled pistols you may fire them every other round (rather than every round like a normal brace... see the Pistol FAQ in Sartosa 01.pdf for questions.)

DUCK-FOOTED PISTOL

A peculiar and often custom-made weapon, the Duck-footed pistol is a many-chambered gun that fires multiple shots simultaneously... the barrels are splayed outwards, to the resulting deadly weapon resembles the comical footprint of wading birds.

Range: 10" **Strength:** 3 **Special:** Blackpowder, Spread-Shot, Hand-to-Hand, Loading Time, Unbraced

Black-powder: A Duck-Footed Pistol is a blackpowder weapon, and a natural roll of 1 to hit causes a misfire (roll on the Blackpowder misfire table.) If the result BOOM is rolled, the wielder suffers 1D3+1 St 3 hits. A Duck-Footed Pistol may be used with Superior Gunpowder

(BOOM misfires become S4 as well.)

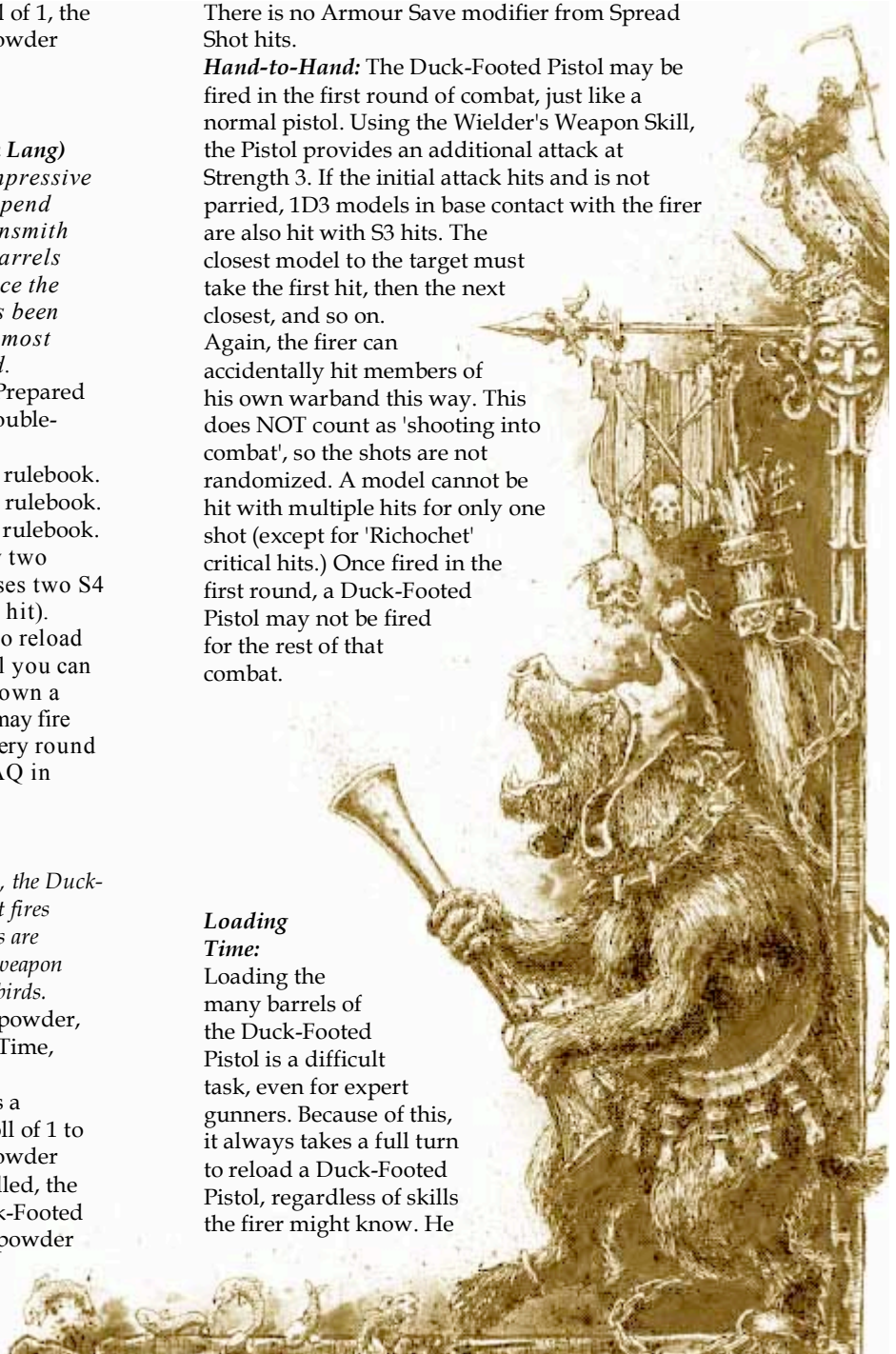
Spread-Shot: If firing at ranged targets and the target is hit, the closest 1D3 models within 2" of the target are automatically hit with bullets too. The firer cannot hit himself (nor count as the 'closest model' for the rules below), but he can accidentally hit members of his own warband. If the original target was in the open, no hits can be applied to models in cover though (only if the original target was in cover can hits go to models in cover as well). The closest model to the target must take the first hit, then the next closest, and so on. Models in Hiding will also count towards being close to the target, and can be hit as well. There is no Armour Save modifier from Spread Shot hits.

Hand-to-Hand: The Duck-Footed Pistol may be fired in the first round of combat, just like a normal pistol. Using the Wielder's Weapon Skill, the Pistol provides an additional attack at Strength 3. If the initial attack hits and is not parried, 1D3 models in base contact with the firer are also hit with S3 hits. The closest model to the target must take the first hit, then the next closest, and so on. Again, the firer can accidentally hit members of his own warband this way. This does NOT count as 'shooting into combat', so the shots are not randomized. A model cannot be hit with multiple hits for only one shot (except for 'Ricochet' critical hits.) Once fired in the first round, a Duck-Footed Pistol may not be fired for the rest of that combat.

Loading

Time:

Loading the many barrels of the Duck-Footed Pistol is a difficult task, even for expert gunners. Because of this, it always takes a full turn to reload a Duck-Footed Pistol, regardless of skills the firer might know. He



may not fire any non-pistol weapons while reloading.

Unbraced: You cannot buy a brace of Duck-Footed Pistols, and a single hero can only own one Duck-Footed Pistol at a time. If the firer knows the skill Pistolier, they may fire a Duck-Footed Pistol and a second pistol of any other type at the same time.

DWARVEN PISTOL

A pistol, expertly crafted by Dwarven Engineers. More reliable, and can be reloaded more efficiently, in a way that makes human gunsmiths weep out of shame.

Range: 6" **Strength:** 4 **Special Rules:** Reload, Save Modifier, Hand-to-hand, Well Built
Reload - A Dwarven pistol may be fired and reloaded once in the same turn. A hero with the skill 'Pistolier' and a brace of Dwarven Pistols may fire twice each turn, no more.
Save Modifier - As per the Mordheim rulebook.
Hand-to-hand - As per the Mordheim rulebook.
Well Built- Whenever a Dwarven Pistol misfires, roll 1D6: on a 4+, the misfire is ignored. Refined Powder has no effect on a Dwarven Pistol.

JAVELIN / HARPOON

(From Lustria)

Popular in both the ancient Pit Fights of mainland Tilea and as hunting tools by fishermen and whalers, the weighted dart is an essential tool of the trade..

Range: 8"; **Strength:** As user; **Special Rule:**

Thrown weapon
SPECIAL RULE

Thrown weapon: Models using throwing axes do not suffer penalties for moving as these weapons are perfectly balanced for throwing. They cannot be used in close combat. They suffer penalty for long range as normal.

LONG BARRELED PISTOL

More of a small musket than a pistol, the weapon has incredible range and accuracy, making it a well sought out weapon (and a status symbol) for any pirate captain.

Range: 16" **Strength:** 4 **Special Rules:** Prepared Shot, Save Modifier, Hand-to-hand, Scope
Prepared Shot - As per the Mordheim rulebook.
Save Modifier - As per the Mordheim rulebook.
Hand-to-hand - As per the Mordheim rulebook.
Scope- The Long-Barreled Pistol has a scope at the end, providing a +1 to hit when the firer is not moving this turn.

POCKET PISTOL

A tiny one-barreled weapon, that can easily be concealed in a sleeve, hat, boot, or anywhere else. It's not much use in the middle of a fight, but has been known to get people OUT of them.

Range: 4" **Strength:** 4

Special Rules: Single Shot, Save Modifier, Hand-to-hand, Tiny, Hidden

Single Shot - The Pocket Pistol is not meant for extended battle. It has a single shot, and then cannot be used for the rest of the battle.

Save Modifier - As per the Mordheim rulebook.

Hand-to-hand - As per the Mordheim rulebook.

Tiny - A single Pocket Pistol does not count towards the limit of missile weapons a hero may carry. A model may carry up to two Pocket Pistols.

Hidden - A Pocket Pistol will be carried on the hero at all times, even in scenarios where Heroes are deprived of their weapons. Also, any time the hero with a Pocket Pistol becomes Captured (through the Injury Roll, Bounty Hunter, Pressganger skill or any other means), you may escape unharmed on a roll of 4+, with all of his equipment in tow. Carrying two pocket pistols will still only grant one roll to escape.

REPEATER PISTOL

(From Nemesis Crown Gunnery School)

It wasn't long after the invention of the repeater handgun that the same principle was being used on pistols. Still prone to misfiring or other malfunction, they have found a place in gunnery bands armouries. Stories of calm instructors gunning down hordes of foes within feet of themselves are legendary and in all likelihood untrue. But it just could happen....

Range: 6" **Strength:** 4 **Special Rules:** Save Modifier, Fire Thrice, Experimental, Quick

Reload, Not a Club

Save Modifier - As per the Mordheim rulebook.

Fire Thrice - The Repeater Pistol may fire up to three shots; if more than one shot is made the to hit roll is at - 1. Resolve each shot individually, you may choose to shot later shots at a different target, but they must be within 3" of the previous target. Ordinary targeting restrictions apply to shots as per Mordheim rulebook.

Experimental - The Repeater Handgun is subject to the optional Blackpowder Weapons rules from the Mordheim rulebook, even if they are not normally used in your campaign. On any result other than "BOOM!", the weapon has jammed or run out of loaded barrels and must be reloaded.

Quick Reload - The basic design of the pistol and number of barrels allows quick reloading, the pistol will always be able to fire at least one shot. After shooting more than one shot in a



single turn the model must spend a complete shooting phase without shooting and without being in combat, before firing multiple shots (see Fire Thrice, above) may be taken again.

Not a Club – The Repeater Pistol may be used as a normal pistol in the first round of combat. After that it doesn't count as an additional hand weapon as it is far too delicate to risk in such a crude fashion. Its owner will not willingly discard it in a fight and so must fight on without the use of an additional hand weapon.

SWIVEL GUN (by Tim Huckelbury)

[Reminder: Non-'Human-Pirate' Warbands may not purchase Swivel Guns.]

Pirate Gunners sometimes construct and carry into battle a smaller and lighter version of the real swivel cannons normally attached to pivoting mounts on the ship's railing or sides. Though smaller than regular cannons, swivel guns are larger than normal handguns, so big that they must be held up with the support of wooden support. They are cumbersome, and prone to failure due to imperfect castings or poorly mixed black powder, but most gunners agree that they make up for it in sheer power.

SPECIAL RULES

Swivel Guns follow most of the rules for Blackpowder weapons, *Move or Fire, Prepare Shot*, but have some exceptions as noted below. A Pirate Warband may have only one Swivel Gun at a time, due to the time it takes the ship's Master Gunner to construct one.

Cumbersome: The user is at -1 Initiative and -1 Movement throughout the battle. Also, Swivel Guns may never be fired twice per turn, or fired if the user moved, no matter what Skills the user may have. Blackpowder Rules: The normally optional rules for Blackpowder weapons on page 164 are always in effect for Swivel Guns, due to unpredictable nature of the local materials used in their construction.

Special Ammunition: Swivel Guns use nonstandard ammunition types, which must be bought for each game. Each type only lasts one game, so if it is used in a game it cannot be used again until another supply is bought. Before firing, the Gunner must declare which type is being used, if he has more than one type available in the game.

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#### **Ball Shot**

**Range:** 36" **Strength:** 5 **Armour Save:** -2

A Swivel Gun firing these heavy lead balls can stop even a charging Ogre dead in his tracks!

**Concussion:** The impact of the heavy lead projectile is enough to rattle even the hardest warrior. Treat any resulting Injury Rolls of 2-4 as a Stunned result.

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Chain Shot

Range: 24" **Strength:** 4 **Armour Save:** -1

These lengths of chain and linked metal don't cause as much damage, but can entangle an enemy model and bring him to his knees.

All Wrapped Up! Enemy hit by Chain Shot which are not wounded are Knocked Down on a roll of 4+, even if they normally can never be Knocked Down.

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#### **Grape Shot**

**Range:** 24" **Strength:** 3 **Armour Save:** -

Very small pellets, rocks, metal scrap, even rock salt are poured into the barrel from prepared canisters, producing a cloud of shrapnel when fired.

**It's Everywhere!** If a hit is scored, D6 other enemy models within 4" of the target and also in Line of Sight will automatically take a single hit. If the original target was in the open, no hits can be applied to models in cover though (only if the original target was in cover can hits go to models in cover as well). The closest enemy model to the target must take the first hit, then the next closest, and so on. Models in *Hiding* will also count towards being close to the target, and can be hit as well. There is no Armour Save modifier from Grape Shot hits. Pirates know to duck out of the way when they hear a Swivel Gun going off, and thus are never hit by friendly Grape Shot.

#### **SWORD PISTOL**

*The Bretonnian pirate Ronald Blackhand liked engineering, and he liked blackpowder weapons, but he also had a love for tales of ancient Knights battling good and evil with swords and shields, and thus he invented the Sword-pistol! A sword incorporating a pistol quickly gained renown among the Ostlanders and some of the Tileans, however to the present date these weapons are still very rare.*

**Range:** 10"/Hand-to-Hand **Strength:** 4/As user

**Special Rules:** Pistol-Like, Parry, Intricate, Balanced, Blasting Charge

#### **Special Rules:**

**Pistol-Like:** Outside of combat, the Sword Pistol works exactly like a Dueling Pistol, with the normal rules for Pistol Fire, Accuracy, Prepare Shot and save modifier Save Modifier.

**Parry:** In hand to hand combat, a model wielding a Sword Pistol gains one parry a turn, just like a normal sword.

**Intricate:** Whenever a Sword-pistol attempts to make a parry but instead rolls a natural 1, the Sword Pistol is treated like a normal sword for the rest of the battle (It loses the ability to fire out of combat, loses 'Balanced' and 'Blasting Charge' abilities.)

**Balanced:** In the first round of close combat, all attacks from the sword pistol receives +1 to hit



for it's increased balance, and the increased danger of the pistol barrel!

**Blasting Charge:** The first successful hit dealt from a Sword Pistol, if it was dealt in the first round of close combat, deals not just a normal hit at the user's strength (like a sword), but also an additional attack at Strength 4, that has an additional -1 to enemy armour saves (like a duelling pistol). After the first round of combat, the Sword-Pistol counts as a sword, but with the Intricate rule. The Blasting Charge may be used at the beginning of each new combat.

### THROWING AXES

*A small axe designed to be drawn swiftly and hurled at models. They are heftier than daggers, but far more deadly.*

**Range:** 6"; **Strength:** As user; **Special Rule:** Thrown weapon, Axe Thrower Skill

#### SPECIAL RULE

**Thrown weapon:** Models using throwing axes do not suffer penalties for range or moving as these weapons are perfectly balanced for throwing.

They cannot be used in close combat.

**'Axe Thrower' Skill:** Any model that has access to Shooting Skills and Throwing Axes has access to the new skill, 'Axe Thrower: The warrior is a master of the throwing axe. He can throw a maximum of two axes in his shooting phase and may divide his shots between any targets within range as he wishes, each attack at +1 Strength. Note that this skill cannot be combined with the Quick Shot skill.'

## ARMOUR RULES

### TOUGHENED LEATHERS (by Tim Huckelbury)

*There is nothing like many months at sea to really toughen up clothing! Covered with crusted salt, spilled rum, and other less savoury materials, many a pirate has found his long coat to have stiffened up to a very hard finish, and even offers some protection in combat.*

#### SPECIAL RULES

Toughened Leathers work exactly like Light Armour, giving the wearer a 6+ Armour Save, but cannot be combined with the effects of any other armour except a Helmet or Buckler. This includes using a shield - most pirates find they get in the way when fighting in the stiff leather, resulting in falling into the briny deeps when trying to board a ship!

*Whew,*

*that's ripe Matey!* Once bought (or broken in), a pirate's Toughened Leathers cannot be given to another pirate or sold back at the Trading Posts - the stench alone is enough to drive away even the most desperate of new owners!

**Tres Pirate** - In the City of Sartosa, Toughened Leathers count as an Armour, rather than a Miscellaneous Item. Any Henchmen or Hero who is allowed to take Light Armor may take Toughened Leathers.

## MISCELLANEOUS RULES

### BANNER (Based on the Banner by Tim Huckelbury)

A pirate warband may contain one pirate flag, chosen from the following. Carrying the banner takes up one hand though, so that model may not carry or use any two-handed weapons during the game. Note that Swabbies, lacking the true Pirate spirit, do not gain any benefit from the Pirate Banner. Good warbands (Sisters of Sigmar, Witch Hunters, Lothorn Sea Patrol) may only use the 'Nation's Colors' flag.

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Jolly Roger (by Tim Huckelbury): The personal crest of the pirate captain, personalized with cutlasses, curses against his enemies, and so forth. Jolly Roger (one per Warband) Any Hero may carry the Jolly Roger; the cost represents the effort to have the ship's sail makers create a smaller version that one man may carry on a long pole. Any Pirates within 12" of the Jolly Roger never count as being All Alone in combat.

Carrying the banner takes up one hand though, so that model may not carry or use any two-handed weapons during the game. Cost:

40+2D6gc

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**'Friendly' Flag:** The pirates fly the flag of a neutral country, normally Marienburg. This lulls merchant ships into a false sense of security (or, against other pirates, draws them in close to what they think is easy prey!) After set-up, your warband may advance an extra 6" in. Unusable by High Elf Lothorn Guard. 25+2D6gc

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Hourglass: Any flag bearing the hourglass sends a clear message: your time is running out, surrender while you can. Roll D6+6. On the turn equal to that number, all opposing warbands who have suffered at least one notable casualty (ex. not Swabbies) are considered at Rout level. Cost: 50+2D6gc

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**Nation's Colors:** So long as the Leader of the warband (or fail that, the current acting leader) is within 12" of the Nation's Colors, he may automatically pass the first Rout Check he is required to take. The next turn, the model may ignore route check on a roll of 4+. Next turn, the



rout check may be ignored on a roll of 6+. None of these dice may be rerolled by any means. If the Leader is carrying a Holy Relic and a the first Leadership test he is required to take is a rout check, the Nation's Color and Holy Relic are both exhausted at the same time (though the Nation's Color may ignore the next test on 4+, and then 6+ as normal.) Note that a flag with the Nation's Colors is the only type of flag that Navy Warbands can field. Leader Cost: 40+2D6gc  
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Quarantine Flag: When an enemy model takes the flag bearer out of action in hand to hand combat, model who inflicted the injury must take a Toughness test. Roll a D6. If the result is higher than the Toughness of the model taking the test, he will suffer an automatic wound. A result of 6 always inflicts a wound. Models of undead and possessed never take this test. The Quarantine Flag may only be taken by Carnival of Chaos and by Skaven Pestilans members. Cost: 30+2D6gc
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**Red Flag:** The Red flag is the most feared of all, for it meant No Quarter, and no one left alive. All the members in your warband within 6" of the banner cause fear. It can only be flown by a warband that can take Prisoners. Any game in which you bring the Red Flag, you make not take any prisoners afterwards. Cost: 40+2D6gc

#### **CAPTAIN'S HAT**

*An expensive and skillfully crafted hat, lined with silk. Fit for an admiral!*

May only be worn by the warband's Leader. The range of the captain's leadership is increased by 3" and the leader gains +1 when trying to find rare items. In addition he may not wear a helm as he is already wearing the hat. If the captain is taken out of action, roll a 1D6: on a 1-3 the hat is taken by your opponent! (If playing against several players, the player that took your captain out gains the hat; fail that, it goes to a random opponent.)

#### **COMPASS** (by Tim Huckelbury)

A compass can be a big help on the land as well as at sea, by helping the pirates navigate faster and more accurately around the seemingly random ruins of the blasted city. In any scenarios where players roll to see which side deploys first, then his warband may re-roll their result. This can only be done if the pirate with the compass is not missing the game though! Note that only one re-roll is allowed, even if multiple pirates have a Compass, and if both sides have one then no re-rolls are allowed.

#### **GREATCOAT** - (Based on 'Raincoat' from Border Town Burning)

Greatcoats, frockcoats, or the like protect its wearer - and especially his powder - from becoming wet from weather events. It may be worn over armour without penalty, but may not be worn with Cloaks. It does not protect powder from water from falling/walking through water terrain.

#### **GROG**

*Given the rate that fresh water spoils at sea, it is mixed with rum to preserve it longer. At some point, it's hard to tell if your rumming-down your water or watering-down your rum, but the men don't seem to mind.*

A case of grog has enough doses for 1D6 warriors, and may be drunk at the beginning of a game. Henchmen may drink too, but there must be enough for all the members of the henchmen group or none of them may drink it. All warriors who drink it automatically pass all Leadership tests they are required to take. On the downside, all drunks are at -1 WS and -1BS. A leader who drinks it does NOT automatically pass routs, and other warriors may not test off of his Leadership this game. Grog may not be drunk by Elves, and has no effect on models immune to poison.

#### **HARDTACK BISCUITS** (by Tim Huckelbury)

(one per model, one use only)

Any Pirate may bring some of these dense breads to eat during a battle, filling him with... well, something pretty dense and bread-like (the ship's cook refuses to divulge the exact ingredients). At the start of any one of his turns the pirate may pop some in his mouth as long as he is not already in hand-to-hand combat. His Toughness is temporarily increased by +1 for the duration of that turn and the following enemy turn, with the effects generally wearing off afterwards. Roll a D6 after that turn; on a 1 his biscuits were tainted and filled with maggots (yuck!). Make a note of his name - the pirate must miss the next game as he recovers (and thumps the cook a few times to boot!). If the Pirate winds up missing a game because of other effects, the losses will add together and he will miss the next two games.

#### **PARROT** (by Tim Huckelbury)

**Squawk! Pieces of Eight! Pieces of Eight!** A well-trained parrot is excellent at distracting opponents, either by shouting out loud at them or flying around getting in their way. All enemy in base contact with the owner will be at -1 to hit in their first round of combat with the pirate unless they can pass a Leadership Test.

**Pretty Polly:** Parrots are very picky, and can be very choosy of their owners. Each warband may only have three parrots. In addition, whenever initially assigned to a hero, that hero must be one

of the top three most experienced heroes in the warband. After purchase, the parrot will stay with the hero until his death, regardless of experience level.

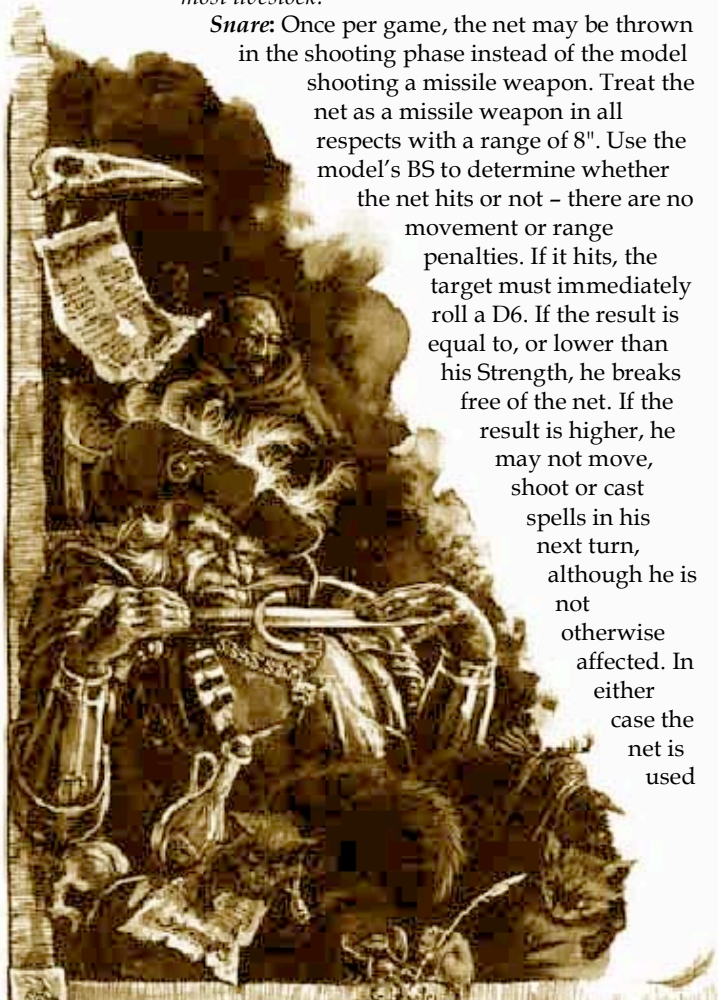
**PEG LEG (one per model) (by Tim Huckelbury)**

Any Pirate suffering a Leg Wound or Smashed Leg can opt to have his ruined leg replaced with a stout wooden peg leg. This will reduce his Movement (and maximum possible Movement characteristic) by -1, but offers a chance that stray hits will strike the leg instead. This gives him a special saving throw of 6+, which can be taken whenever he fails any other saving throws allowed against any wounding shooting or hand-to-hand hits. This save is not modified, and can be used even if no saving throw is normally allowed. A new pirate joining the warband, either during initial warband creation or as a new hire, may also start out with a Peg Leg. If the wearer gets a Leg Wound or Smashed Leg in further battles, these can be ignored on a roll of 4+ as the hit was taken by the Peg Leg instead.

**NORLANDER NET**

*Norlander nets are woven by Norlander fisherman, and know how to make a net last. You need to, when the average crab in the Sea of Claws is larger than most livestock!*

**Snare:** Once per game, the net may be thrown in the shooting phase instead of the model shooting a missile weapon. Treat the net as a missile weapon in all respects with a range of 8". Use the model's BS to determine whether the net hits or not - there are no movement or range penalties. If it hits, the target must immediately roll a D6. If the result is equal to, or lower than his Strength, he breaks free of the net. If the result is higher, he may not move, shoot or cast spells in his next turn, although he is not otherwise affected. In either case the net is used



this game.

**Made to Last:** Unlike other nets, a Norlander Net may be used multiple times. It may be used once per game and is always retrieved after the battle. A hero may only carry one Norlander Net in any game.

**POWDER HORN**

May be used when a gunpowder-carrying hero becomes wet (i.e. walking through water, rain, etc). He may use the Powder horn for fresh powder, and contains enough for all powder weapons he is carrying for the rest of the battle (or until he becomes wet again, whichever comes first). Note: if the model is still in the wet condition when he uses the horn (standing in deep water, during a continuous rain storm), the powder is only good for one turn before it becomes wet too. If the model was using Superior Gunpowder this game, the Powder Horn contains Superior Powder too. A model may carry several Powder Horns. Each may be used only once per game.

**REFINED POWDER**

Any Hero in possession of Refined Powder may roll 1D6 whenever you roll a Blackpowder Misfire; on a roll of 4+, the Misfire is averted. There is enough refined powder to last that hero for the entire campaign. Between games, the powder may be passed between Heroes, but it can only be used by one Hero at a time. May be used at the same time as Superior Gun Powder.

**SILVER ARROWS/ BULLETS (by Boss**

*Umguk\ Killer Shrike)*

Attacks using these bullets (in Shooting or HtH, as pistols can attack in both) against true Undead, Daemons, and other mystical creatures and count as magical, negating special mystical Unmodified Saves, including Ethereal (but not Dodge or Step Aside). Enough to last one game. When purchasing or finding a set, decide if they are arrows or bullets; they remain in that form until used or discarded.

**SPY GLASS (by Tim Huckelbury)**

A pirate can use his trusty spy glass to examine the combat ground, spotting any yellow dogs who try to sneak about! At the start of his turn, the owner can try to detect one Hidden enemy model to which he has normal Line of Sight. On a roll of 4+, the model loses his Hidden status. The spying Pirate can move as normal in that turn, but cannot run or charge.

**TREASURE MAP (one use only)**

*(by Tim Huckelbury)*

Pirates may use a Treasure Map instead of

regular exploration of their surroundings. It represents the location (possibly) of a treasure stash another pirate band was forced to bury, before they could bring the booty to a safe hide away. Roll a D6 after the game to determine where the map leads you (note that any gold crowns found represent the profit after all shares have been given to the crew).

1. The map turns out to be a fake! However, you do manage to return and trounce the bilge-drinking swine who sold it to you, and he gives your Warband D6x5 gold crowns to make amends (and prevent himself getting keel-hauled!).

2. The map leads your crew to a minor stash. After some hours digging, the find a chest containing 1 Cargo (open immediately) and some jewels worth 2D6x10 gold crowns.

3. The map reveals one of the fabled ale stashes of Long Drong Slayer himself! You uncover several barrels of the finest rums, ales, and other assorted spirits. One is a barrel of Bugman's XXXX, which can be used as per the rules for Bugman's Ale. After 'sampling' many of the other barrels, the remainders are sold off for 2D6x10 gold crowns (after the crew wakes up, of course).

4. Buried deep in the ruins of an unassuming hovel you find several chests filled with fine clothes, plus several notebooks outlining blackmail information for many of the local trading merchants. You realize this must be one of the stashes left by Facio, the great Tilean trickster and rogue. Armed with your new clothing and information, on your next visit to the trading posts you may buy any one item listed on the regular Price Chart as if it was Common, assuming you have the money. Once

the transaction is complete, you turn around and sell the notebooks to his competitors for 2D6x10 gold crowns, and make any other trading post purchases as normal. Also, if in your next game your warband captures anyone, or finds any Stragglers or Prisoners, the fine clothing impresses them quite a bit! The Captain's Leadership is increased by +1 when testing to see if any join your warband.

5. The treasure chest that is found has been carefully booby-trapped! One of your Heroes must try to penetrate the maze of poisoned dart-shooters and collapsing pathways that surround the chest by passing an Initiative test. If he passes, his expert approach reveals a Lucky Charm near the chest (which he claims for himself!), and 3D6x10 gold crowns in the chest itself. If he fails the test, he must sit out the next game as he recovers, but the crew does manage to open the chest now that the traps have been set off and gain the gold as above. They do not find the Lucky Charm though as it is drawn back into its hiding place, there to await a more careful adventurer.

6. Your crew bow their heads in reverent silence, as the map has lead them to one of the legendary secret burial spots used by Black-Wyrd the Pirate King, finest pirate to ever ravage Mordheim, Sartosa, or anywhere in the Old World! Known for tying shards of Wyrdstone into the thick strands of his hair and beard and then setting them alight so they set off sparks of unholy fire, he was rightly feared by all Warbands throughout the land and sea. Though only a small chest is found at the site, when opened it reveals 2+D3 Cargo, plus a detailed map of the City of Sartosa! (treat it as a 'Mordheim Map').

*The sailors nearly drowned themselves in rum and sent ribald songs echoing off the rocky cliffs to either side of the Vindication that night. Captain Hawthorne looked over his boys smiling. The lads had earned their rum in Iona that day, carrying prisoners and loot by the cartload back to the waiting ship. The captain was amazed at the wealth of these people, who chose to live on these pathetic rocks instead of the glorious cities of the civilized world. Treasures such as these would fill positions of prestige in the personal museums of Sartosa, and their translation to those museums would fill the personal coffers of Hawthorne.*

*The helmsman, Penn, staggered up to the captain, wiping his mouth clean of bile. His skin looked paler than usual, but his eyes held a lust for plunder that was the only uniform among Hawthorne's men. " Shall we stay around Iona, or move on sir?"*

*Hawthorne thought a moment, looking astern at his vanguard of wargalleys. Without thinking, his fingers slid up and down the page in the captain's log. He glanced at the page for a brief moment, staving off his own impetuosity a little longer. " We'll move South, to Saronia, " the captain finally decided, " in the morning, when we can see the rocks." He had already lost three Wargalleys and the Vindication's sister ship to the reefs surrounding these contemptible islands and wanted the time to move slowly.*

*Penn nodded, grinned and wove his way back to the barrels. The men were still singing away hours later, and the holds were full of the loot of Iona. The gold was stored safely away from the hands of the crew, but the women were not so well protected. In the brief interludes between songs the sounds of despair and pain could be heard on deck, floating up from the hold below. A ragged line of drunken sailors extended from the rope ladders at the lip of the hatch to the pile of rum barrels. Men waiting for a turn at the women of Iona. Though the captain expected the noises, he still found them and the violations they belied distasteful. He soon retreated to his quarters and the gentler ministrations of his cabin boy.*



### Whalebone Charm

*Carved from the remains of a mighty whale, the charm is whittled with care and said to bring luck to anyone who wears it. Who knows, there might be something to it.*

During any turn, a Hero may use his Whalebone Charm. If he does, he chooses to give a +1 or -1 bonus to one of his dice rolls in each Phase (one in Recovery, one in Movement, one in Shooting, one in Combat). The effects last until the end of that turn. If the Hero using it is the Leader, it may be used on Rout Tests. The Whalebone Charm may only be used once per game.



### A NOTE ON MOUNTS

It is rare to see a pirates Mounted, especially on an Island like Sartosa. No Warband may have more than 1 Mount at a time, and all mounts count as +1 Rarity (though this will not make them go over 12.)

### A NOTE ON BUYING BOATS

The basic rules on boats can be found in the Sartosa 01.pdf. A rowboat is any boat up to 5" long, a Sailboat is any boat more than 5 and up to 9, and a Sloop is any boat more than 9 and up to 11" long. Boats longer than 11" cannot be bought in a basic Mordheim Sartosa campaign, and are used only for terrain. (Although, with mutual agreement of the gaming group, you may incorporate larger boats with the Warhammer Ahoy! Rules.)

If you have purchased a Boat, it will automatically be placed when you deploy, attached to the nearest body of water to your Deployment Zone. Alternatively, a Raft, Rowboat, or Sailboat may be deployed with in your Deployment zone, on land. A Raft or Rowboat may be carried by two models at base speed (no running), and a Sailboat may be carried by four models at base speed.

### WAGON BOATS

Warbands that normally include Wagons (Carnival of Chaos, Merchant Caravans, Chaos Dwarves) may instead choose to have the Wagon be aquatic, rather than on wheels. It follows the same rules as above. The Prison Wagon and Carnival Cart may not cannot carry any people besides the driver, nor hold any cargo. A Trade Wagon may hold a total of 5 human sized models or cargo, not including the driver.

### AMPHIBIOUS BOATS

Alternatively, Chaos Dwarves may pay an additional +50gc (at start up or later) to convert a Land-Based or Water-Based Prison Wagon into an Amphibious vehicle. It moves 6" on land or water, but must end its turn at the shoreline edge (it takes time to convert itself.) Dwarves or Chaos Dwarves have the same option with normal boats as well for 80gc.

### BLACKPOWDER PRICES

On the following chart (next page) are listed the prices for weapons, assuming your group does NOT play with the Optional Blackpowder Misfire Chart. If your group does, the cost of all Gunpowder weapons is reduced 20%, resulting in the following price for both Trading and Warband set up. Swivel Guns are not included, as they ALWAYS use the Optional Blackpowder rules.:

Blunderbuss 24 gc  
Double-Barreled Blunderbuss 48 gc  
Double-Barreled Pistol/brace 24 gc/48 gc  
Double-Barreled Hunting Rifle 320 gc  
Duck-Footed Pistol – 40gc  
Duelling Pistol/brace 24 gc /48 gc  
Dwarven Pistol/brace 32gc /64 gc  
Handgun 28 gc  
Hunting Rifle 160 gc  
Long-Barreled Pistol/brace 32gc /64 gc  
Pistol/brace 12 gc/24 gc  
Pocket Pistol/brace 4gc /8 gc  
Repeater Pistol/brace 32 gc/64 gc  
Sword Pistol 48gc  
Warplock Pistol/brace 28gc /56 gc

# SARTOSA TRADING LIST

## TRADING

### WEAPONS

#### Item Cost Availability

Axe 5 gc Common  
 Boat Hook 8gc Common  
 Cat O' Nine Tails 3gc Common (*Heroes Only*)  
 Club, Mace or Hammer 3 gc Common  
 Dagger 1st free/2 gc Common  
 Double-Handed Weapon 15 gc Common  
 Dwarven Axe 15gc Rare 8, Dwarves Only  
 Flail or Block and Tackle 15 gc Common  
 Gromril Weapon 4 x Price Rare 11 (Dwarves Rare 9)  
 Halberd 10 gc Common  
 Hook Hand 4gc Common (*Heroes Only*)  
 Ithilmar Weapon 3 x Price Rare 9  
 Rapier 15 gc Rare 5  
 Spear 10 gc Common  
 Sword or Cutlass 10 gc Common

### MISSILE WEAPONS

Belaying Pin 3gc Common  
 Bow 10 gc Common  
 Blunderbuss 30 gc Rare 7  
 Crossbow 25 gc Rare 8  
 Crossbow Pistol 35 gc Rare 11  
 Double-barreled Blunderbuss 60gc Rare 11  
 Double-barreled Hunting Rifle 300 gc Rare 11  
 Double-barreled Pistol/brace 30 gc/60gc Rare 8  
 Dueling Pistol/brace 30 gc/60 gc Rare 8  
 Duck-Footed Pistol 50gc. Rare 11  
 Dwarven Pistol/brace 40gc/80gc Rare 10  
 Elf Bow 35 +3D6 gc Rare 9 (*High Elves only*)  
 Handgun 35 gc Common  
 Hunting Rifle 200 gc Rare 9  
 Javelins or Harpoons 5 gc Common  
 Long Bow 15 gc Rare 5  
 Pistol/brace 15 gc/30 gc Common  
 Pocket Pistol 5gc Rare 4  
 Repeater Crossbow 40 gc Rare 10  
 Repeater Pistol/brace 40/80 gc Rare 10  
 Sling 2 gc Common  
 Short Bow 5 gc Common  
 Swivel Gun 65gc Rare 8 -  
 (*Human Pirates Only; one per warband*)  
     Ballshot Ammo 5gc Common  
     Chainshot Ammo 2gc Common  
     Grapeshot Ammo 2gc Common  
 Sword Pistol 60gc Rarity 11  
 Throwing Knives/Stars 15 gc Rare 5  
 Throwing Axes 15gc Rare 5  
 Warplock Pistols 35/70gc - Rare 9  
 (*Skaven only*)

### ARMOUR

Buckler 5 gc Common  
 Heavy Armour 50 gc Rare 7  
 Helmet 10 gc Common  
 Light Armour 20 gc Common  
 Ithilmar Armour 90gc Rare 11 (Rare 9 High Elves)  
 Shield 5 gc Common  
 Toughened Leathers 5 gc Common

## MISC

Abacus  
 Banner -Jolly Roger 40+2D6gc Rare 9  
 Banner -Friendly Flag 25+2D6gc Rare 9  
 Banner -Hourglass 50+2D6gc Rare 9  
 Banner -Nation's Colors 40+2D6gc Rare 9  
 Banner -Quarantine 40+2D6gc Rare 9  
 Banner -Red Flag 40+2D6gc Rare 9  
 Black Lotus 10+D6 gc Rare 9  
 (*Not available to Witch Hunters, Warrior-Priests or Sisters of Sigmar. Rare 7 for Skaven*)  
 Blessed Water 10+3D6 gc Rare 6  
 (*Common for Warrior-Priests and Sisters of Sigmar; May not be bought by Undead*)  
 Bugman's Ale 50+3D6 gc Rare 8  
 Caltrops 15+2D6 gc; Rare 6  
 Captain's Hat 25+2D6 Rare 9  
 Cathayan Silk Clothes 50+2D6 gc Rare 9  
 Compass 45+2D6gc Rare 9  
 Crimson Shade 35+D6 gc Rare 8  
 Dark Venom 30+2D6 gc Rare 8 (Rare 6 Dark Elves)  
 (*Not available to Witch Hunters, Warrior-Priests, or Sisters of Sigmar*)  
 Elven Cloak 100+D6x10 gc Rare 12  
 Elven Wine 50+3D6 gc, Rare 10)  
 (*Lothorn Sea Guard only*)  
 Greatcoat 10gc Common  
 Grog 10+D6gc, Common  
 Hardtack Biscuits 5gc Common  
 Healing Herbs 20+2D6 gc Rare 8  
 Hunting Arrows 25+D6gc Rare 9  
 (*Lothorn Sea Guard only*)  
 Lantern 10 gc Common  
 Lock Pick 15gc Rare 8  
 Lucky Charm 10 gc Rare 6  
 Mad Cap Mushrooms 30+3D6 gc Rare 9  
 Mandrake Root 25+D6 gc Rare 8  
 Net 5 gc Common  
 Norlander Net 10gc Common  
 Parrot 15gc Rare 8  
 Peg Leg 8gc Common  
 Powder Horn 10 Rare 6  
 Powder Monkey 15gc Rare 8  
 Rabbit's Foot 10 gc Rare 5  
 Rope & Hook 5gc Common  
 Silver Bullets/ Arrows 30gc, Rare 10  
 Spy Glass 2D6gc Rare 8  
 Superior Blackpowder 30 gc Rare 11  
 Tarot Cards 50gc Rare 7  
 Tears of Shallaya 10+2D6 gc Rare 7  
 (*Not available to Possessed or Undead*)  
 Torch 2gc Common  
 Treasure Map 75+4D6gc Rare 10  
 Victuals 10gc - Common  
 Wardog 25+2D6 gc Rare 10  
 (*Not available to Skaven*)  
 Whalebone Charm 15+3D6 gc Rare 10

## BOATS

Raft 40gc Common  
 Row Boat 40GC Rare 5  
 SailBoat (*River Boat*) 100GC Rare 6  
 Sloop (*River Barge*) 200GC Rare 9