

# DRAMATIS PERSONÆ

## JEREMIAH BANE, THE DEVIL KING

For countless years, Jeremiah was the greatest pirate of the seven seas... no coast was safe, no temple was sacred. With his brother, Ezekiel Bane, as the elected King of Sartosa, it seemed that Jeremiah and his crew of wreckers would never be defeated. But in his moment of need, pursued by an entire Estalian armada, Jeremiah sailed back into Sartosa, only to have the ports barred to him; his brother had been paid off, and betrayed his own blood to the Navy. As Jeremiah's ship, the *Inferno*, sank into the waves, Jeremiah swore his blighted soul to any god that would grant him revenge against the isle. Ever since, Jeremiah Bane and the dark shadow of his crew have plundered the shores of Sartosa, exacting their revenge, dragging the citizens of Sartosa into the murky waves one soul at time.

**Hire Fee:** 120gc. Jeremiah Bane will not work for the same warband two games in a row.

**May be Hired:** Undead. (Undead, Tomb Guardians, Ghost Pirates, Necrarch, Liche warband, etc.)

**Ratings:** Jeremiah raises the rating by +100 pts.

M	WS	BS	S	T	W	I	A	Ld
4	5	4	4	4	2	4	3	10

**Equipment:** 2 Swords, Toughened Leathers, loots of Double-Barreled Pistols,

**Skills:** *Eagle Eyes, Pistolier, Strike to Injure, Sprint, Resilient*

### Special Rules

**Undead:** Immune to Psychology and Immune to Poisons.

**Ethereal:** Gives a 4+ unmodifiable save against all attacks. May not be used with Dodge or Step Aside, and has no affect against magical attacks (Artifacts, Gromril, Ithilmar, Silver Bullets.) Also, the model may take a leadership test in order to move through any object or even walk on water, if he fails this test while standing on water he counts as being taken out of action, as he sinks to the seafloor.

**Festooned with Pistols:** Jeremiah Bane carries so many Double-Barreled pistols into battle that he never has to reload, he always have a new Double-Barreled pistol primed and ready to fire. The only exception is hand-to-hand combat. The Devil King will not have time to draw a new pistol every round of hand-to-hand combat, he may only use pistols in the first round. In subsequent rounds of hand-to-hand combat, he draws his swords. He may draw another pair of pistols once he is out of combat or all of his opponents are knocked down or stunned.

**Dread Pirate:** All models wishing to board a boat upon which Jeremiah Bane is on must first pass a Fear Test. (This does not stack with 'Terrifying')

**Terrifying:** Jeremiah Bane is a horrific figure, his hair burning and his eyes hollow. Even religious fanatics quake, wondering if they are seeing a dark god incarnate before them. He causes 'Fear' to all models, including those that already cause fear or are Immune to Psychology. The only models that are immune are demons and Undead models.

## KRUSHJ THE ANCHORMAN:

Krushj gained his nickname during a maelstrom off the Albion coast, where the anchor broke lose of the windlass, dooming the entire crew. Their lives were saved by the young ogre warrior onboard, Krushj who single handedly held onto the cable throughout the storm. Krushj has used it in every battle since, wielding the lucky chunk of metal in his massive fist.

He is a fierce fighter, and while he may not make an honest living, he is a firm believer in the Pirate Code, practicing it with the same fervor that other invest in religion. He is a hearty ally, and a terrifying opponent.

**Hiring Cost:** 140gc to hire; 65gc upkeep (half of this is used for birdseed).

**May Be hired:** Krushj doesn't work for Skaven or Undead warbands, apart from that he'll work for anyone with enough money.

	M	WS	BS	S	T	W	I	A	Ld
Krushj	6	4	3	5	5	4	4	3	8
Parrot	-	3	-	2	-	-	5	1	-

**Equipment:** Cutlass, Anchor (counts as an Axe, and a rope and hook), a brace of Handguns, a Giant Parrot (see below) and a huge hat!

**Skills:** *Pistolier, Mighty Blow, Unstoppable Charge.*

**Fear:** Krushj, like most ogres, causes Fear.

**Large:** Krushj is Large. All models attempting to shoot at him are at +1 to hit, plus may pick him as a target even if he is not the closest target at ground level.

**Brace of Handguns:** Due to his huge size Krushj counts these as mere pistols (which means pistolier counts for them), they have 24" range, S4, an extra-1 Save and fire every other turn. They are move and fire weapons because of Krushj's Size.

**Giant Parrot:** A perfect example of 'ogre-see, ogre-do', Krushj became quite envious of fellow pirates with parrots on their shoulder, that he demanded a Nortland pet shop for a parrot big enough to fit on his shoulder. The result is, it appears, a hapless Gnobler painted with beautiful plumage. While it's definitely unable to fly, it can still bite, and Krushj is certainly content with that. In the first round of combat, the parrot gives all opponents a -1 to hit in close combat unless they can pass a Leadership test. In addition, it may strike a single attack with the WS3, and it has a strength of 2.

## FLEUR & ESTELLA MAB AKA. 'FLINT AND STEEL'

Two daughters of the Pirate Queen, they were raised in the finest wealth Sartosa had to offer. While the Queen herself was a rugged and working class woman, she made sure her two daughters were raised as fine ladies, with all the proper clothes and tutors money could buy (or fail that, kidnap.) But all birds must leave the nest... only these two birds set fire to it before they left! They dressed as men, and boarded a ship bound for Ind, vowing never to return to Sartosa. Now that the Queen is dead, they have seemingly broken their vow, making a beeline for the city and the Royal Palace. Are they back to cull the vote in their favor, or to finish their job torching the palace to the ground? Or are they back to reclaim the personal belongings of their mother, items that were looted the hour of her death? Most likely, they're back for the funeral, to make sure the heartless witch is dead for sure! The inns are abuzz with theories and stories of the Daughters 'Flint and Steal', but only one thing is sure: they're coming to Sartosa, and Manaah protect anyone who stands in their way.

**Hire Fee:** Either Fleur or Estella may be purchased for 60gc each, with +30gc upkeep each. You may hire them both at the same time, without requiring two Initiative rolls.

**May be Hired:** Any Non-Chaotic, Non-Skaven, or Non-Undead warband. Also, Fleur and Estella cannot be fielded in the same game by separate warbands unless the warbands are allied, or the scenario is 'Last Orders'. If two opposing players decide to field both Fleur and Estella, they both leave the board, and are removed from both warbands (taking the money with them!)

**Rating:** Fleur and Estella raises the rate by +50 points each.

	M	WS	BS	S	T	W	I	A	Ld
Fleur	4	3	5	3	3	2	4	1	8
Estella	4	5	3	3	3	2	5	2	8

### FLEUR

**Equipment:** Two Dueling Pistols Gunpowder, Cutlass, Axe, 2 Powder Horns, Lucky Charm. You may have the guns filled with Refined Powder or Superior Gun Powder (your choice).

**Skills:** Eagle Eyes, Trick Shooter.

#### Special Rules

**Pistolier Extraordinaire:** Fleur can load guns faster than most (men) can even think. She may either fire three shots in one turn with one turn to reload, or may fire and reload two shots each round.

**Bretonnian Blood:** Fleur takes after her father, and like most Bretonnians, is exceptionally skilled at Dueling Pistols. When shooting, the first 10" count as 'close range'.

**Sheltered:** Fleur is used to having her older sister with her to protect her. So long as both Estella is on the board, Fleur is immune to fear.

### ESTELLA

**Equipment:** Rapier, Main-Gauche, Toughened Leathers. Rope and Hook, Dagger.

**Skills:** Expert Swordsman, Mighty Blow, Strike To Injure, Swashbuckler, Riposte.

#### Special Rules

**Main-gauche:** May be used as a dagger (+1 attack) or may be used to parry a single attack (no attack). If used with another Parrying Weapon, she may Parry two attacks. The player may choose which each turn.

**Princess of Parries:** Estella takes after her Estalian father, and is skilled with swords. If she has a higher weapon skill than the attacker she gains +1 on her to parry rolls (this means she can parry attacks that hit on a 6). She may also attempt to parry attacks made with double or more her Strength.

**Protective:** Estella looks after her younger sister. If, at the start of your turn, Fleur is knocked down or stunned, Estella will charge the enemy closest to Fleur, ignoring Fear. While Fleur is knocked down or stunned, Estella fights (but doesn't move) as if she is Frenzied. If Estella is not within charge range, she will move 8" directly towards her (deductions for terrain apply as normal.)



## KROMWELL THE BLACKHEARTED

*Kromwell was once a noble dwarf and naval captain of Barak Vorn, having all four of the dwarf virtues, wealth, fame, skill, and beard! But years ago, a raiding Dark Elves galley boarded his vessel in the middle of the night, and everything was taken from him; cargo, crew, and passengers, without so much as a shot being fired. Kromwell's shame was greater than many could fathom, and thus his penance was equally grave: He shaved his head, took the Slayer's Oath, and sailed his iron ship due North, into the Chaos Wastes, determined to meet his ends at the hands of none but a twisted demon of the Choatic Seas. He fought endless lesser monsters and twisting forms of the deep, but each kill left his thirst greater and his soul darker. Finally, when Kromwell had reached a point that bore no day, he finally came face to face with a massive specter of power and blood; the very aspect of Khorne himself. With a chance of redemption within striking distance, Kromwell became thrice damned; for within the stare of the massive avatar, a moment of doubt and fear crept into his heart. He doubted his quest, and therefore doubted the great Grungi himself. The demons of the North flooded Kromwell's soul and mind, overpowering his senses with the power of the Blood God.*

*Since that day, Kromwell has traveled the seas. His skin is bleached, and his lower teeth resembled the cursed dwarves of the Dark Lands. He doesn't eat, he doesn't drink, he doesn't sleep. Whispering endless to himself in a language older than time, Kromwell is nothing but a vessel for Khorne, a machine of war.*

**Hire Fee:** 85gc, +40gc upkeep

**May Be Hired:** Any Evil Warband,

**Rating:** Kromwell raises a Warband's rating by 60 points.

**M WS BS S T W I A Ld**

3 7 4 4 5 2 3 2 10

**Equipment:** Two Axes, Double Barreled Blunderbuss, Toughened Leathers.

**Skills:** *Unstoppable Charge, Fearsome, Monster Slayer, Strike To Injure, Sprint*

**Special Rules:**

**War Frenzy:** Kromwell is Frenzied. If he is knocked down or stunned, he will become Frenzied again during your next Recovery Phase.



**Loner:** Kromwell is immune to all alone.

**Hard Head & Hard to kill:** Kromwell ignores the special Concussion rule, and is only taken out on a 6 a mere 5 counts as a stunned-result, like other dwarves.

**Possessed:** Sometimes the writhing demons inside Kromwell are too strong, especially amongst the spray of blood. After each game in which Kromwell took out at least one enemy warrior, roll a leadership test, deducting one point from Kromwell's leadership for each enemy he took out in close combat. If the test is failed, Kromwell, charges and fights a random hero from your roster for 3 rounds, after which he takes off, and Kromwell may not be used next game. If the warrior takes him out within these 3 rounds (Unlikely) then Kromwell will stay with the warband if you wish to pay upkeep for him.

Balthazar swallowed hard, as the crew of **Le Hippogriffe** moved in close. Their weapons drawn, they stayed a few feet away from Balthazar and Fleur. The two had traveled over to the Hippogriffe under the flag of parley, but Balthazar had lost count of the number of times that pirates had broken the Code and ambushed a messenger. It was for that particular reason that his favorite messengers were his least favorite crewmen.

The captain of the Hippogriff finally pushed his way through his crew, coming face-to-face with Balthazar: Avencourt, the pear-shaped Bretonnian pirate captain, bearing a wide curly moustache and a small goatee... even in exile, he kept with the fashion trends of the Bretonnian gentry. He glared at Balthazar with years of disdain and mistrust.

"Tell me why I should not slit you open right now?" he said in Tilean, with a heavy accent. Balthazar and Avencourt's eyes met, unblinking, and Balthazar fought the instinct to reach for his saber.

"GREGORY!" a soprano voice erupted next to two gentlemen, breaking the tension. The tiny Fleur jumped at Avencourt, and wrapped her arms around him, bearing him down with her friendly embrace.

"My little cabbage!" Avencourt said with a laugh, "you are getting to big to jump on your dear uncle. What can I do for you?"

Fleur clambered off him, and took an official looking stance. She was the new 'co-captain' of the Magpye, even if Estella did most of the work. "I humbly request the return of my moth- of Queen Mab's log book."

Avencourt's smile fell. A look of awe and skepticism crept in, and once more, Balthazar's hand slowly inched for his sword.

"THAT IS ALL??" Avercourt bellowed with a joyous laugh. "RIGHT AWAY!"

Rowing back the Magpye (after more than one 'parting glass' at Avencourt's insistence), Balthazar felt a warm smile sneaking across his face.

"I never cared much for Avencourt, before, but he's a nice guy," Balthazar slurred to Fleur.

She responded mildly, thumbing through the log as she talked... she inherited her mother's hollow legs, and the two decanters of fine Bretonnian wine had no effect on her speech.

"Oh, very nice," she replied casually. "Unless, of course, you're a feckin' Naval officer. Then he has a habit of cuttin' off little bits of you, roasting them before your eyes, and shoving them down your feckin' throat one by one until you eat them. Or choke to death."

"Bretonnians," he thought, shaking his head. He quickly dived for a change of subject. "So why are you and Estella collecting your m- Queen Mab's logs?"

Fleur responded by finding the page she had been looking for, and ripping it out of the book. She came in close to Balthazar at the oars and showed him the page. In the margin was a collection of broken shapes and squiggles.

"That's why," she said. Before he could respond, she folded the rest of the paper back, until only the strip of the margin was visible. Suddenly, the forms became slightly more recognizable.

"It's a map," Balthazar said.

"Estella stumbled upon it in the old log on the Celeste. The Queen was not much of a doodler, so why draw on one page and one page only? It didn't dawn on us what it was until we learned that the Queen hadn't left a map to her X. Why? Because she'd already made it years before, one part on each of her logs."

"A map in eight parts..." Balthazar thought aloud. "That's kind of... well, trite."

"Mother was always a feckin' traditionalist," Fleur said with a small smile. "I can't make shite out of it, but then again, Estella was much better with maps than me."

Balthazar knew that much. While Fleur's bedside reading was flowery poetry and epic poems of death and courage, Estella's nightstand carried only factual books; maps, tactical essays on Remean generals, swordsmanship manuals.

(How Balthazar had knowledge of the sisters' separate bedside tables, well, that's an old story for another time.)