

HIRED SWORDS



JEZZAIL GUNNER

(uses small man sized base)
40gc hire fee, 20gc upkeep.

As the fighting and confusion in Sartosa escalates, the nearby Skaven engineers in Skavenblight see it as a marvelous opportunity to field test their new inventions without being noticed. The result is the Jezzail Cannon, a powerful warpstone powered weapon that can fire multiple types of shots. The unfortunate Skaven lackeys who find themselves physically bonded to the cannons and unsure as to whether the weapon blows up so easily to avoid it being captured, or whether it's a fault in the design...

May be Hired: Skaven, Undead, Chaos and Dark Elf.

Rating: The Jezzail Gunner increases your rating by +20, +1 for each experience.

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

Equipment: Warplock Jezzail, scope, two daggers.

Skills: Shooting, speed.

Scope: Most shots allow use of the scope, in which case the warplock jezzail fires at +1BS.

Homebound: Jezzail Gunners are only found in the Sartosa Campaign setting.

Jezzail Cannon: The Jezzail Cannon always uses the rules 'Move or Fire' and "Prepare Shot."

Also, Jezzail Cannons may never be fired twice per turn, or fired if the user moved, no matter what Skills the user may have. In addition, the Cannon is cumbersome, reducing the Movement and Initiative of the carrier by 1 point each.

Highly Unstable: The Jezzail Cannon uses the Jezzail Misfire chart below for any natural rolls of 1 to hit.

Shot: The Gunner uses Three Different types of Shots, listed below. He carries two rounds of each type in any given game. The shots are as follows:

Sniper Round: Range: 42" Strength: 4 Special Rules: The sniper round adds +1 to injury rolls. In addition, all shots are at an additional -1 save. The sniper round may be used with the scope.

Man Stopper: Range: 18" Strength: 3 Special Rules: If a Man stopper Hits the target, roll a D6: on 4+, the target is automatically stunned. A Man Stopper may be used with a scope.

Poison Gas Spray: Range: 24" Strength: N/A
Special rules

Anyone hit by the gas must make a toughness test with a -1 penalty; anyone else within 2" is also hit on a 4+, and must make a toughness test as well (no penalty). If the test is failed the victim loses one wound (with no save).

JEZZAIL MISFIRE CHART:

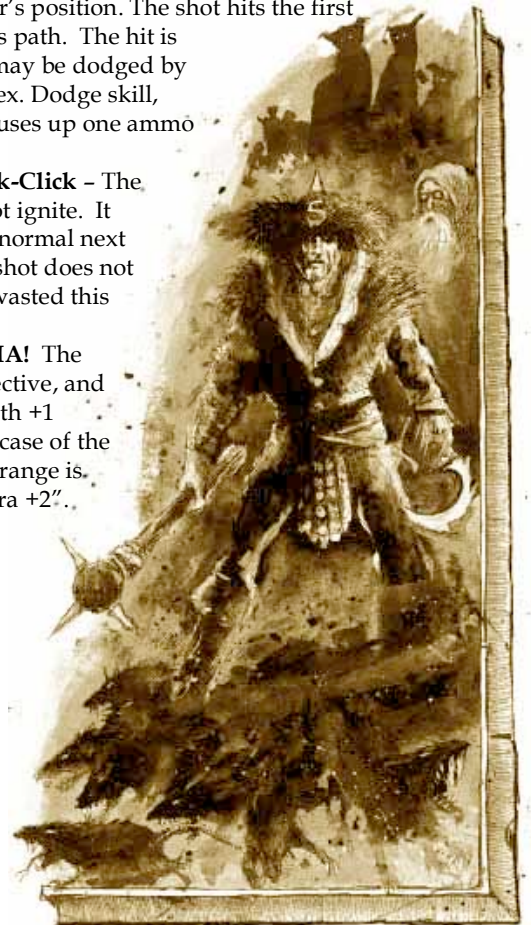
1 - Getitoffme! The Jezzail is about to blow, and is fused to the Gunner. In a panic, each Movement phase, the Gunner runs 2D6" in a random direction each turn. This will not bring him into base contact, and will always be 1" away. If charged, he automatically escapes from combat your next movement phase. At the end of each of your movement phases, roll 1D6: on a 5+, the Jezzail explodes, instantly killing the Gunner and dealing a 1S4 hit to all models within 3".

2 - Own Medicine: The Skaven gunner is hit by a blast of whatever weapon he was firing. The gun cannot be used for the rest of the game.

3 - Oops... The gunner loses balance and spins around before firing. Roll a random direction from the Gunner's position. The shot hits the first solid object in its path. The hit is automatic, but may be dodged by normal means (ex. Dodge skill, Ethereal.) This uses up one ammo round.

4-5 - Click-Click-Click - The weapon does not ignite. It may be fired as normal next round, and the shot does not count as being wasted this turn.

6 MWAH HA HA! The shot is extra effective, and hits its target with +1 Strength. In the case of the Poison Gas, the range is extended an extra +2" .



LEVIATHAN HUNTER

30gc to hire 15gc upkeep

On the open sea, there are worse things to fear than the black-sailed corsair ships or the changing weather. The waters are deep, deeper than most souls can imagine, and what lies down there is older than the Chaos Gods and the Old Ones themselves. These creatures surface from time to time, and by accident or malice, have sunk a thousand ships with their massive sizes and massive appetites. Some sailors fear these beasts... whilst others, like the Leviathan Hunters, actively seek them out! With the bravery of a slayer and the keen aim of an elf bowmen, these hunters sail the seas in search of monsters to slay, using their harpoons to hook and slay the sea monsters. Many hunter ships sail out of Sartosa each spring season, and very few come back, heavy with the skin, blubber, and bones of great monsters... so if you ever meet an experienced Leviathan Hunter, you know he's either very lucky or veeeery good at what he does. Either way, he's a good ally to have!

May hired by: Any warband except for Undead and Skaven.

Rating: A Leviathan Hunter increases the rating by +22 points, plus 1 point for each experience he has.

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

Equipment: Armed with a spear and a sword, and wears toughened leathers. Also has a Harpoon (same as javelin), Norlander net, and a rope and hook.

Skills: May learn Combat, Shooting, and Strength.

Special Rules:

Skinner: The Hunter is used to sticking his prey with one hand and scalping them with the other. He may wield a spear and a sword at the same time.

Get over 'ere!: Before throwing his harpoon, the player may decide to try and pull the target closer to himself. If the thrown spear hits, the target rolls a D6 and adds the target's strength. The Leviathan Hunter then rolls a d6 and adds his strength. If one result is higher, the loser is moved that many inches towards the winner (ex. If a youngblood rolled 3 less than the Hunter, the Youngblood is moved 3" in a straight line towards him.) If the results are tied, the two stay rooted to the spot. If the person being pulled is brought into base contact with the winner, it counts as the winner charging the loser (even if the winner didn't actually move!) Any models pulled like this can leave combat, but any models they are in combat do not get to attack the target as they leave combat. A Hunter may not throw his harpoon when he is currently engaged in combat. Large and Mounted models add +1 to their dice rolls.

(Ex1. The Leviathan Hunter hits an Ostlander Elder 3" away. Both roll a D6 and add their strength. The Elder has S3 and rolls a 2, for a total of 5. The Hunter has a Strength of 4 and rolls a 5, for a total of 9. The Hunter is the winner, with difference of 4 higher. The Elder is brought 4" towards the winner... in this case, he's only 3" away, so he stops at base contact. In the combat phase, the Hunter attacks first, as if he had successfully charged the Elder. If the Elder had rolled higher than the Hunter, the hunter would have been



moved towards the Elder, and if moved into base contact, the Elder would have struck first in combat.)

Also, if the target is pulled off a ledge, the dragged model instead drops rather than being pulled the entire distance. The model may attempt to jump down if the height is 6" or less.

{Ex2. A Hunter throws his Javelin at a Middenheim Champion, who is standing on the edge of another building. The Champion has a S4 and rolls a 6. The Hunter has S4 and rolls a 2. The Hunter moves 4" towards the Champion, but after 2", the Hunter drops in the gap between the two buildings. He fails his initiative test, and the Hunter drops like a stone!}

SPECIAL SKILL

Reel In: The Leviathan Hunter adds +2 to all "Get over 'ere" rolls. If he has the skill 'Mighty Blow', he may add +3 instead.

Lady Luck: The Leviathan Hunter has studied his folklore, and knows the rustic prayers to Manaan and the rules of the fickle fortune on the sea. After any game that your Hunter was not taken out of action, you may choose a hero, and one of the following three items:

Rabbit's Foot: 2+
Lucky Charm: 2+
Whalebone Charm: 3+

If you successfully roll the D6 roll indicated after the one item of your choice, that hero gains that item (which cannot be resold.) If the roll was unsuccessful, that hero will roll two dice for his first dice roll next game, and pick the worst of the two. You may also choose to have the Leviathan Hunter make luck items for himself, if you want, but he will take them with him if he ever leaves the warband.

SWIVEL GUNNER

40 to hire, 20 upkeep

Hefty pirates who carry the powerful Swivel into every engagement. There are only a few individuals who possess the strength, skill, and bravery required to use such a weapon. The rest quickly... well, let's just say that you don't see too many 'unsuccessful' Swivel Gunners around Sartosa.

Rating: +20, +1 for each experience.

Hire: May be hired by any warband except Skaven, Undead, Chaos and Dark Elf.

M	WS	BS	S	T	W	I	A	Ld
4(3)	3	3	3	3	1	3(2)	1	7

Equipment: Sword & Axe. Toughened Leather. Swivel Gun

Skills: Combat, Shooting, Pirate

Special Rules:

Swivel Gun: See the special rules for the Swivel Gun (in the Pirate Warband section.)

There can be only one: You can only have one swivel gun in your warband, whether hired or permanent.

(This does not include scenarios that temporarily give you extra swivel guns.)

Limited Load: A swivel gunner only carries two of each type of ammunition into each battle.

Homebound: Swivel Gunners are only found in the Sartosa Campaign setting.



OLD SMUGGLER

Cost 20gc, +10gc upkeep.

A sneaky sea dog, who's full of more tall tales than facts. None the less, he's very well connected to nearly everyone on Sartosa, and behind his innocent smile, there's a gleam of slyness and resourceful. And while his hands are a little shaky, he's still got plenty of piss and vinegar.

May hired by: Any warband except Witch Hunters, Sisters of Sigmar, and Lothern Sea Patrol.

Rating: An Old Smuggler increases the rating by +10 points, plus 1 point for each experience he has.

M	WS	BS	S	T	W	I	A	Ld
4(3)	2	3	3	3	1	2	1	7

Equipment: Armed with a sword, a brace of pistols, and dagger. He wears a Great Coat, and has a Peg Leg (-1 Move, 6+ Ward save).

Skills: May learn Combat, Academic and Pirate Skills.

Special Rules:

Peek: When opening crates, once per Exploration Phase, you may reroll the D66 for the crate contents. The second result must be taken.

Auctioneer: Once per post game, you may discard one cargo to have the smuggler auction it off. Choose any number of D6 dice, from 1 to 6. The player then rolls that many dice. If none of the dice come up as a 1, the player gains that many gold crowns. If any of them come up as a 1, the authorities confiscate the cargo, and the player gains nothing. None of these dice rolls may be rerolled.

SPECIAL SKILLS

Black Market: Once per post game, you may choose any item that you would normally be able purchase, and pay gold crowns equal to half the item price. The Old Smuggler takes a Leadership test; if he passes, you have successfully purchased the item. Otherwise, the authorities confiscate the money, and the Old Smuggler misses X number of games, equal to the Item's Rarity minus 8. You still have to pay upkeep for him too!

Guardian: The Smuggler has 'acquired' a bodyguard. The bodyguard will only protect the Smuggler and cannot fulfill warband objectives or search/loot or any function other than protecting the Smuggler and as such will remain within 1" of the Smuggler at all times. The bodyguard doesn't gain experience and isn't paid. If the Smuggler is caught while using the skill 'Black Market', the Bodyguard is not fielded until the Smuggler returns.

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

*Sword, Light Armor, Shield and Helmet

*The bodyguard will intercept any model shooting at or charging the Smuggler. Any attacks will be directed at him and if charged place the bodyguard in front of the Smuggler to protect him. The bodyguard will not charge unless the Smuggler also charges and cannot intercept an attack if already engaged in combat.

ORC PIRATE & GOBLIN SWABBIE

Orc Pirate: Hiring 25gc, 10gc Upkeep

Goblin Swabbie: Hiring 10gc, 1D6gc Upkeep

Orcs are born raiders, and the High Seas are no exception.

An Orc smart enough to steal a ship WITHOUT setting it alight will quickly amass a crew terrifying enough to challenge any naval man o' war. With a Goblin Swabbie acting as a shield, the Orc Pirate is ready to fight on land or sea.

Rating: The Orc increases your rating by +12 points, +1 for +1 for each experience. The Goblin increases it by +5, +1 for each experience.

May Be Hired By: Any Orc, Goblin, or Ogre Warband.

Hiring condition: Upon hiring, you must hire an Orc Pirate & Goblin Swabbie at the same time.

	M	WS	BS	S	T	W	I	A	Ld
Orc	4	4	3	4	4	1	3	1	7
Gob.	4	3	3	3	3	1	2	1	5

Orc Weapons: 2 Cutlasses, 1 Dagger, 1 Booma Pistol, Toughened Leathers

Orc Skill List: Combat, Shooting, Pirate

Booma Pistol Special Rules: The Booma Pistol works exactly like a normal Pistol, except that it has Strength 5. It also Misfires on a Natural 1 when rolling to Hit

and/or Rolling to Wound.

Goblin Weapons: 1 Sword, 1 Dagger, Boot Hook, Belaying Pin

Goblin Skill List: Shooting, Speed, Pirate

Goblin Special Rules:

'Spensible: The Pirate doesn't consider his Swabbie as an equal, and has no problem shooting into a combat that involves only the Swabbie and enemy models. Shoots are distributed randomly.

'Nessa-s'ry: As expendable as the Swabbie is, the Orc Pirate insists on having a dear crew mate with him. If the Swabbie dies in the post game, you MUST buy a replacement Swabbie, or the Pirate will refuse to fight. You do not need to roll for finding a replacement Swabbie, but find one automatically.

Orc Special Skill:

Booma Builda: The Orc Pirate is a master of Building Weapons (but only for himself.) He may immediately build himself a second Booma pistol. If a Booma Pistol is stolen or explodes, the Pirate may replace it the next game for free. He may only carry/own two Booma pistols at a time, may not give it to any other warriors nor may he sell it.

Goblin Special Skill:

Pin Thrower: The Goblin may throw three Belaying Pins in a single shooting phase, so long as he has not moved. He may target multiple targets. This may not be used with Quickshot.

