



KHORNE RAIDERS

Normal pirates sail in search of gold or glory, but not the Pirates of Khorne.

Their goal is blood and combat, and they pardon neither woman nor child in their pursuit of battle. They will seek out the most heavily guarded trade routes, and the heavily fortified seaports, and charge them head on, swords armed and cannons roaring.

While a large number of Khorne Raiders come originally from the North Lands, it is not uncommon to see them from other lands, worshiping the God of Blood under different names. In the savages coasts of Lustria and the Southlands, there are small islands that are occupied by human cannibals; they already serve the Great Skull-Taker, and are eager additions to any Raider ship. Even on the isle of Sartosa, there are hidden temples and ancient caves depicting the glory of Stromfel, the Shark God. Stromfel, another aspect of Khorne, is a dark and hungry deity. He rewards the strong and preys on the weak. His law is the law of survival, of eating or being eaten, and so his Raiders scour the seas and towns, culling the weak and recruiting the strong. If a warrior is proven a worthy and strong opponent, he has two options: to join the crew, or have the skin flayed from his body. The Khorne captains and mates wear their tanned hides, borrowing their strength and their power.

While everyday Sartosans are concerned about the death of the Pirate Queen and the next elected leader, the Khorne Pirates could care less. Khorne Pirates are not openly welcome anywhere, and even the most open minded Pirate would spit and touch lucky-iron at the very mention of a Khorne ship. The fresh crewmen of the Bloodships look normal enough, and can pass as ordinary pirates when need be, (and supplies run low, such subtle approaches are sometimes needed.) But the longer a man stays aboard a Bloodship, the more it tells. He might mumble to himself, or lose his temper with no stimulus. His hands and clothing reek of the copper-iron smell of blood, and even after months in the hot sun, his skin remains a pale white. Down on their luck cutthroats who join a Khorne Crew get more than they bargained for, often finding themselves loathing... or more horrifying still, loving their life of butchery and rage.

Beware the red sails, for no quarter will be given.

KHORNE RAIDER RULES

Swabbies/Skinners: Khorne Raiders may attempt to enlist Crew members as normal. If the captain succeeds in convincing them to join, they become a member of the Plunderers. If he cannot convince them, instead of becoming Swabbies, their fate is a little darker: the Khorne player immediately gains 1D3 free Toughened Leathers. **Magic? Bah!:** Khorne forbids his disciples from learning magic. Likewise, they may not hire any magic-using Hired Sword or Dramatic Persona. They are allowed to keep and use any magical artifacts and items they might find (provided they would be able to use them normally.)

Aside from spellcasters, a Khorne Raider Warband may hire any Hired Swords or Dramatic Persona that a Possessed warband could normally hire.

A Khorne Raider warband must include a minimum of three models. You have 500 Gold Crowns which you can use to recruit and equip your Warband. The maximum number of warriors in the Warband is 15.

You must have one **Dread Captain**. He starts with 20 experience.

You may have up to two **Quartermasters**. They start with 8 experience each.

You may have up to two **Cannibal Boys**, who start with 0 experience each.

You may include any number of Plunderers.

You may include up to five Amoks.

You may include up to three Flayerkins.

All Henchmen start with 0 experience.



KHORNE RAIDERS							
	Combat	Shooting	Academic	Strength	Speed	Pirate	Special
Dread Captain	✓		✓	✓	✓	✓	✓
Quartermasters	✓			✓	✓		✓
Cannibal Boys	✓				✓	✓	✓

PIRATE EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2gc	
Hammer/Mace	3 gc	
Axe	5 gc	
Cat O' Nine Tails8 gc	(Heroes only)
Steel Whip	15 gc	(Heroes only)
Cutlass (Sword)10 gc	
Double-handed weapon15 gc	
Hellblade	25 gc	(Captain only)

Missile Weapons

Throwing Knives	15 gc
Throwing Axes	15 gc
Pistol	15 gc (30 Brace)
Harpoon (Javelin)	5 gc

Armour

Buckler5 gc
Toughened leathers5 gc

Helmet10 gc
Light armour20 gc

Miscellaneous Equipment (Heroes Only)

Rope & Hook5gc
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AMOK EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2gc
Axe	5 gc
Cutlass (Sword)10 gc
Double-handed weapon15 gc
Flail15 gc
Hellblade	25 gc

Armour (Quartermasters & Flayerkin Only)

Toughened leathers5 gc
Helmet10 gc
Light armour20 gc

SPECIAL SKILLS

Mutant: The Hero may buy one Mutation from Possessed Mutation list. This skill may be only taken once.

Blood of Khorne: The hero may now ignore the effects of Spells or Prayers on a D6 roll of 4+.

Beserker: Whenever charging, the model doubles his base number of attacks for the first round of combat. In addition, whenever he is within charge range of an enemy model, he must charge. While charging, being charged, or in hand-to-hand combat, the model is Immune to Psychology. This skill cannot be used while Frenzied.

Massive Muscles: Quartermaster only. He may now carry a Double-handed Weapon in both hands. Also, if the Quartermaster loses a hand, he may, instead of a Hook Hand, have it replaced with a Double-Handed Weapon hand. It costs 25gc.

Stromfel's Boon: The model now counts as being aquatic, and suffers no penalties or drowning damage from water.

Master Tanner: Whenever sacrificing a Swabbie, gain

1D3+1 Toughened Leathers OR 1 Leather Cape. This provides a +1 Save, and may be worn with Toughened Leathers, Light Armor, or other armors (may not be worn with other capes and cloaks). Just like Toughened Leathers, it cannot be resold or traded to another warrior.

Rite of Combat: Anytime the hero takes an enemy model out of action in hand to hand combat who was not knocked down or stunned, your hero receives +1 Experience. After all of your charges are declared, move the hero with this skill first. If the charge against the target model is successful, no other member of your warband may charge that target. All other models who were declared to charging the target move half distance or stand still (your choice.) Likewise, an enemy warrior engaged in combat with this hero may not be charged by your warband members unless your hero is outnumbered, knocked down, or stunned. The exception is charging Beserkers and frenzied Cannibal Boys, who must charge the closest enemy model whenever able.

SPECIAL EQUIPMENT

HELLBLADE (Khorne Warbands Only)

Cost: 25gc, Availability Rare 8

A rare blade charged with the power of Khorne himself. On land, it is rare to see them out of the hands of a Bloodletter, but on the high seas, the stability of Demons ebbs and flows with the tide. Khorne instead sends off his signature weapons in the hands of worthy pirates, so they may paint the seas red.

Range: Close Combat; **Strength:** As user +1; **Special**

Rules: Soulseeking, Two-handed, Deadly, Magical

SPECIAL RULE

Soulseeking: All attacks made with a Hellblade are at

+1 To Hit. This does not work on Undead or Demon Models.

Two-handed: A model armed with a Hellblade may not use a shield, buckler or additional weapon in close combat. If the model has a shield he still gets a +1 bonus to his armour save against shooting.

Deadly: A Hellblade causes critical hits on rolls of 5 or 6. This rule does not apply if the warrior requires 5s or higher to wound.

Magical: All attacks from a Hellblade count as Magical. Also, a Hellblade cannot be made of Gromril, Ithilmar, or similar mortal metals.



HEROES

1 DREAD CAPTAIN

70 gold crowns to hire

The Captain of a Khorne Ship is not your average, jolly captain. He does not wear frilly clothes, and does not believe in democratic decisions. He rules with an iron fist, and all others are food for they sharks... usually, they jump over of their own accord, rather than face the unholy wrath of the Dread Captain and the thirsty God that backs him.

M WS BS S T W I A Ld

4 4 4 4 3 1 4 1 8

Weapons and Armour: May chose from the Pirate Equipment List.

Special Rules: Leader

0-2 QUARTERMASTERS

60 gold crowns to hire

The captain always charges one or two men with the role of extracting discipline. These men are the Quartermasters, and they keep the pathetic plunderers in control when they're supposed to be. Khorne has blessed these warriors with the strength of three men, yet they are fiercely loyal to the captain.

M WS BS S T W I A Ld

4 4 0 4 4 1 2 2 7

Weapons and armour: May chose from the Amok Equipment List.

Special Rules:

Massive Swing: A Quartermaster may carry ONE double-handed weapon in one hand. In his other hand, you may choose to give him an additional single-handed weapon.

0-2 CANNIBAL BOYS

25 gold crowns to hire

Young boys who has tasted and fallen in love with the taste of human flesh. Maybe he was an island savage from a distant land... or maybe a normal Cabin Boy who survived a starving crew. It matters not to the Khorne Raiders, who take them in and nurture their thirst for blood into an obsession.

M WS BS S T W I A Ld

4 2 2 3 3 1 3 1 6

Weapons and armour: May chose from the Pirate Equipment List.

Special Rules:

Frenzy: Cannibal Boys suffer the rules for Frenzy as described in the Psychology section.



HENCHMEN

(BOUGHT IN GROUPS OF 1-5)

PLUNDERERS

25 gold crowns to hire

Salty dogs hired by the Khorne captain to maintain and run the ship. They may enjoy the killing and raping, but their greatest joy is the bounty of gold and jewels. This is not enough to please Khorne, but it spares the sailors until they no longer prove useful.

M WS BS S T W I A Ld

4 3 3 3 3 1 3 1 7

Weapons and armour: May chose from the Pirate Equipment List.

0-5 AMOKS

35 gold crowns to hire

Khorne Raiders scour the dark globe in search of powerful Amoks... Norse Berserkers, Southland savages, even the far off natives of Hac Tao. They spend their days in silent misery and depression. But in battle, they are filled with murderous intent and a complete disregard for their own lives.

M WS BS S T W I A Ld

4 2 2 4 3 1 3 1 6

Weapons and armour: May chose from the Amok Equipment List.

Special Rules:

Immune to Psychology: Amoks pass any Leadership test they are required to take. They cannot be promoted to Leader.

Reckless: Amoks add +1 to all Injury rolls they make in hand-to-hand combat. However, all opponents in hand-to-hand may add +1 to Injuries made against Amoks.

0-3 FLAYERKIN

40 gold crowns to hire

The byproducts of experiments by Skaven Engineers on Northern Maruaders, the Flayerkin were the star besiegers in Archaon's horde. When the champion fell, the Flayerkins scattered to the winds, some reemerged in the company of sea raiders.

M WS BS S T W I A Ld

4 4 3 4 3 1 4 1 7

Equipment: May be equipped with any armour from the Amok Equipment list.

Hooks: The Flayerkins have extra sharp steel hooks at the end of each wrist. They gain an additional hand attack, like they had a second weapon. Attacks made with the hooks receive neither penalty nor bonus. They may not use any other weapons.

Climbing: The Flayerkin always counts as having Rope and Hook.

Chain Spine: Long chains have been grafted to the spine of the Flayerkin, aiding allies in laying siege. If a Flayerkin at the top of an elevation and within 1" of the edge, all friendly models directly beneath the Flayer at the bottom count as having Rope and Hook when climbing up. Likewise, any friendly model within 1" at the top of any elevation may use the Rope and Hook when climbing down. The Flayerkin still grants this bonus if he is knocked down, stunned, or taken Out of Action (in the case of the latter, remove the model and leave a marker where he was.)

Mindless: After so much experimentation, the mental state of a Flayerkin is simple at best. Flayerkin cannot learn experience.