

The Island of SORC-tosa!

Variants for Orc Pirates and Savage Orcs Warbands in the Sartosa Setting

Intro by Jim "Von Kurst" Schumacher

Og Bigfeather peered cautiously from the jungle edge. There on the edge of the lagoon was one of them hummie Water Cloud Huts. Strwn around the beach were lots of dead hummies. Mehbee dey z rub each ovver out? Mehbee dey z foolin' ? Dat gittin' et by a vulture, dat's gud foolin'!

"Oy Gazzug!" Og beckoned to one of the Loons, "stick dat git der!" Da Loon rushed screaming on to the beach and proceeded to hack the body to pieces. The vultures and gulls rose in a feathered cloud crying their displeasure, but nothing else stirred.

Dat hummie wuz gud at foolin'! Besser check sum ovvers...

"Dat un, too!" Og gestured to another body farther down the beach. The process was repeated. By now some of the other warriors were venturing on to the beach to count coup. Og could see he'd better get out there, hisseff or da boyz wud get notion'l.

"Bring Og dey 'eads!" Og ordered as he strode from the jungle. Og walked tall shaking his Boss Pole for all to see. Out of the corner of his eye he saw a couple of the gits struggling to move something into the far jungle.

"Oy! Yuz gits! Wass yuz doin'? Lug dat ovva 'ere! Now!"

Dem gits dragged ovva one a dem funny hummie hollow logs. Insides wuz shiny stuff, an' sum mores hollow logs. Ins dem wuz BOOMSTICKS!

Og had a old boomstick back at da big hut. It didna boom no more, but da gits didna ken dat! Og wud drag it out at da feast, an' wave it 'round at 'em. Kep 'em inna place! 'ere wuz lotz a boomsticks! Alls shiny an' new. An' a Water Cloud Hut! Hmmm, der wuz possibles 'ere! Og knowed it!

Adm'rul Warboss Kurgan had been fielding pirate warbands years before I even knew what a Sartosa was. His best conversions, of course, are his Orc Pirates. That being said, I offered him a chance to work on a Sartosa Orc Pirate warband... and it was his personal belief that they didn't NEED their own rules! He believed that with colorful skill and equipment choices, any Orc band could feel significantly "Piratey". I agree and respect his opinions, and believe that the following two variations are NOT AT ALL NECESSARY. However, if you're determined to have a 100% maritime-time with no substitutions, feel free to try one of the following variations for your campaign: His group, the Flame On campaign, also provided the rules for the Savage Orc variant, which is great in Sartosa, and perfect for the West Inds variant!

ORC PIRATES

When most humans would beg, steal, or borrow, orcs prefer to steal, steal or steal some more. On the one hand, orcs don't know the first thing about seamanship -they don't know how to careen the bottom of a ship or caulk a seam. Their tactic is painfully simple, but amazingly effective- steal a ship, sail it till it moves too slow, and then steal a new one.

Rules:

The Orc Pirates use the exact same rules as the Da Mob Warband with the following changes:

Pressganging: The Orc may attempt to pressgang enemies they capture following the normal rules for Pressganging. Willing models lose their race and stats and join the Orc Crew. Unwilling models become Swabbies, keeping their race and stats and gaining the rules *Never Gain Experience, Rabble, 'Blimey, they got away!'*, and *'Don't mind them mates, they ain't true pirates!'* (see below).

Orc Pirate Equipment

The following lists are used by Orc Pirate warbands to pick their equipment.

Orc equipment list

Hand-to-hand combat weapons

Dagger 1st free/2 gc
Battle axe 5 gc
Cat O' Nine Tails. 8 gc (Heroes only)
Cutlass (Sword) 10 gc
Double-handed weapon 15 gc
Boat Hook 8 gc

Missile weapons

Belaying Pin 3 gc
Pistol 15 gc (30 Brace)
Booma Pistol 20gc (40 Brace)
Handgun 35gc

Armour

Toughened leathers 7 gc
Buckler 5gc
Light armour 20 gc
Shield 5 gc
Helmet 10 gc

Goblin Swabbie equipment list

Hand-to-hand combat weapons

Dagger 1st free/2 gc
Club 3 gc
Sword 10 gc
Boat Hook 8 gc
Cat O' Nine Tails. 8 gc (Heroes only)

Missile weapons

Belaying Pin 3 gc
Short bow 5 gc
Pistol 15 gc/30 brace (Enjuneer Only)
Booma Pistol . . . 20 gc/40 brace (Enjuneer Only)

Armour

Shield 5 gc
Helmet 10 gc
Toughened leathers 7 gc

Misc

Fire Bomb 35 gc(Enjuneer Only)

HEROES

1 Boss - Same as Da Mob

0-1 Goblin Enjuner - 35 gc
Replaces Orc Shaman

As a rare example of goblins breaking the glass ceiling, some goblins show an amazing aptitude to tinkering and explosives. These rare "enjuners" act as the master gunners for orc pirate crews, making their weapons more lethal any way they know how!

	M	WS	BS	S	T	W	I	A	Ld
Enjuner	4	2	4	3	3	1	3	1	6

Weapons & Equipment: The Enjuner uses the equipment from the Goblin Swabbie Equipment List.

Special Rules:

Glass Ceiling: While the goblin is respected enough to be a hero, he can never be warband Leader.

Booma Tweaker: During any game that includes your Enjuner, you may improve Booma Pistol shots. Any time you roll for the range of a Booma Pistol and do NOT roll a Misfire result, you may reroll the result once. The second result is final, and may not be rerolled (especially if it's a Misfire!)

Mad Bomba: If the Enjuner uses his Rarity roll in the Postgame phase to look for a Firebomb, he treats it as Rarity 5. This bonus applies only when the Enjuner searches, and not other heroes.

Starting Experience: 8 exp

Skills: Combat, Shooting, Speed. He may also learn the Orc Skill "Waaagh".

0-2 Big Uns - Same as Da Mob

HENCHMEN

Orc Boyz - same as Da Mob

0+ Goblin Swabbies- Goblin Swabbies replace "Goblin Warriors" in your henchmen list.

12 gold crowns to hire

Goblins are often used as cannon fodder (as well as a food source in lean times!) by their larger Orc cousins... or deployed as emergency floatation devices!

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

Weapons/Armour: Goblins may be armed with weapons and armour chosen from Goblin equipment list.

SPECIAL RULES

Under der Thumb: Unlike most Goblins, the Swabbies DON'T suffer Animosity- they are far too oppressed to do that!

'Spensible: The Orcs don't consider the Swabbies as equals, and has no problem shooting into a combat that involves only the Swabbie and enemy models. Shoots are distributed randomly.

Never Gain Experience: Swabbies generally aren't interested in proving their worth to the crew; they are interested in survival and hopefully escape! Swabbies never gain experience in games.

Rabble: Swabbies do not need to be armed all the same. Each may be given different equipment, but only items listed in the Swabbie equipment list. Swabbies can never use magic, or cast spells of any sort, no matter their original background or abilities.

'Blimey, they got away!' If the Pirate Warband itself Routs, any Swabbies who have already left the table in previous turns are presumed to have made a successful escape, and are never seen from again. Remove them from your warband roster as if they had been killed.

'Don't mind them mates, they ain't true pirates!' The rest of the crew barely notice if any Swabbies run away or go *Out of Action* - they know they'll find them later on and give them 30 lashes if they're lucky! Any Swabbies who are running away or have been taken out of action do not count towards the need to take a Rout test for the

warband.

0-5 SEA SQUIGS

While not drastically different than normal Squigs, Sea Squigs are flippered cousins to the Cave Squig. They move 2D6-1" each turn on land. However, when in water, they are able to swim 2D6" each movement phase, which is not reduced by penalties for water. They do NOT, however, count as Aquatic. Also, on a Pirate Ship, Cats of Nine Tails are far more common than prodders- they will not go wild within 12" of a Goblin with a Cat, as if it was a Squig Prodder.

0-1 SEA TROLL

Orc Pirates often find it easiest to pick up a Sea Troll or a River Troll over a Troll of the normal variety. It costs the normal amount, and gains the following rules, "Aquatic" & "Slimey". However, it loses the "Vomit" Attack ability.

***Aquatic:** The Sea Troll does not suffer penalty for moving through water. It counts as "Aquatic".*

***Slimy:** All models attempting to hit the Sea Troll in hand to hand combat are at -1 to hit. A natural roll of 6 to hit will always hit the target.*

BOOMA PISTOL – Cost 20gc, Common, Greenskins Only

Maximum Range: Special; **Strength: 5; Special Rules:** Volatile, Prepare shot, Hand-to-hand, Varying Range, Never Superior

SPECIAL RULES

Volatile: When firing the Booma Pistol in hand to hand combat, the Booma pistol suffers a Blackpowder Misfire on a natural roll of 1. When firing it in the shooting phase, it will misfire on a roll of "Misfire" on the Artillery Dice (see Varying Range) If a Booma Pistol explodes, it deals a S5 attack to the firer instead of a Strength 4.

Prepare shot: A pistol takes a whole turn to reload, so you may only fire every other turn. If you have a brace of pistols (ie, two) you may fire every turn.

Hand-to-hand: Pistols can be used in hand-to-hand combat as well as for shooting. A model armed with a pistol and another close combat weapon gains +1 Attack, which is resolved at Strength 5. This bonus attack can be used only once per combat. If you are firing a brace of pistols, your model can fight with 2 Attacks in the first turn of close combat. These attacks are resolved with a model's Weapon Skill like any normal close combat attack and likewise may be parried. Successful hits are resolved at Strength 5, regardless of the firer's Strength.

Varying Range: When shooting the gun in the Shooting phase, the range of the weapon is randomly determined each shot. The player declares his shot, and then rolls an artillery dice: that is the range of the weapon for this shot. On the roll of "Misfire", roll on the misfire table. If the target is within range, then roll to hit as normal. If you roll a 1 to hit when shooting in the shooting phase, do not roll for a misfire (you already risked misfire once this Shooting phase!)

Never Superior: Booma Pistols are barely able to handle the crudest gunpowder, let alone more powerful kinds. It may never use Superior Gunpowder. It may use Refined Gunpowder as normal.

SAVAGE ORC VARIATION
by Phil "Zelophahad" Keymer

While less common on the island of Sartosa, Savage Orcs are a common occurrence in the wilds of the West Ind Islands, and in the shore lines of the Southlands. They are the most uncontrollable and brutal versions of orcs, throwing anything even close to strategy or common sense out the window.

The Savage Orcs use the exact same rules as the Da Mob Warband with the following changes:

Cave orcs have an inherent fear of fire, an extreme aversion to technology, and an inability to understand the functioning of anything but the most basic weapons and armour. They do however have an unusually strong orcy faith in their own invulnerability, possibly linked to superstitions about their matted hair, crude warpaint or infected tattoos.

Talismans galore – All orcs and goblins in the warband have a 6+ armor save that may not be reduced below 6+ and may not be ignored, even by critical hits. They may never use armour (apart from a shield) nor make use of the parry rule.

Fear fire – All warband members fear any model with flaming attacks, carrying a lit item (lantern, torch, brazier), or any flame item. Likewise, any caster that performs a fiery spell within line of sight of a member of a Savage orc warband, or is maintaining a fire based spell (ex. Flaming Sword spell) causes fear for the entire game.

Primitive – Savage Orcs shun any type of advanced weapons, and may never use them at any time. They may never take Weapons Master and Weapons Expert skills. Likewise, the warband members cannot use the following miscellaneous items: Halfling cookbook (they can't read, nor cook), Mordheim Map (they can't read), , Tome of magic (ditto), Lantern (they don't know the secret of fire).

Wild Animosity

Cave orcs are even more ill-disciplined than their more advanced cousins, and are almost guaranteed to spend as much time fighting each other as the enemy. Even their so-called leaders are not above impetuous charges and animated grunting.

At the start of the turn, roll a D6 for every standing warrior in the warband that's not in combat, INCLUDING your troll (trolls need not test if they failed their stupidity test). Consult the chart below to see what they get (note: unlike the normal Orcs, they do not roll if they get a 1- they ALWAYS roll to see how crazy they are, including the heroes!):

1 Squabble: If the squabbling model is a henchman, he must immediately charge the nearest friendly model (henchman or hero) and fight a round of combat. After this, neither may do anything else this turn (although they will fight back if attacked in combat). If no friendly model is in charge range he must use his missile weapon (if he has one) against the nearest friendly model before doing nothing. Otherwise, he will simply do nothing (except scream 'Ug! Ug! Ug!' of course). A Forest Goblin affected in this way will never attack a hero. If the squabbling model is a hero, he will not attack anyone, but must still do nothing else.

2-5 Uggg: The model behaves 'normally'.

6 Waaaagh! The model immediately makes a full move towards the nearest enemy model, charging it if possible. In its subsequent movement phase, if it is in charge range of an enemy model, it must charge. These charges ignore fear and any other psychology that would prevent the savage orc from charging.

Savage Orc Equipment

The following lists are used by Savage Orc warbands to pick their equipment.

Orc equipment list

Hand-to-hand combat weapons

Flint Dagger 1st free/2 gc
Club.3 gc

Big Club (Morning Star) 15 gc
Huge club (Double-handed weapon). . 15 gc
Big Stick (Halberd). 8 gc
Spear 10 gc

Missile weapons

Bow 10 gc
Throwing Axe 15 gc (see below)

Armour

Shield 5 gc

Forest Goblin equipment list

Hand-to-hand combat weapons

Flint Dagger 1st free/2 gc
Club. 3 gc
Spear 10 gc
Squig Prodder 15 gc

Missile weapons

Short Bow 10 gc
Throwing weapons 15 gc
Blowpipe 25gc

Armour

Shield 5 gc

Wardance - could end up in the same place you were before, with you just all having frenzy. (overpowered)
can all heros take this? 6 heros, 6 turns? or is it just one?

Savage frenzy - could be standard for a few of ur heros? or just leader? you are savage orks after all? and the stupidity thing im not sure about, its hard to remember. keep it simple?

i think the thing to remember is orks are good on there own. but they have goblins to counter that. specialist lists are limited to 12 for this reason.

All these upgrades although a higher cost, still just seems like +++

well they are just thoughts. 😊

point indeed - thanks Tim. How about changing it to say the cave orcs can only be persuaded to dance once per game? That seems simplest.

I don't think the whole warband being frenzied for one turn is game-breaking (especially with all their limitations, super-animosity etc.). One of the main headaches before was keeping track of who was still fenziend and who wasn't - that's no longer necessary at all. (And remembering the odd hero has gone stupid for a bit won't be hard.)

Special Skills: Savage Orcs have access to the following extra special skills, in addition to their normal Orc skills:

- **Surge!** The leader of the warband may employ this skill once per game. When testing for animosity in that turn, all models treat a roll of 5 or 6 as a "Waagh" instead of just a roll of 6. The leader automatically counts as having rolled a 6. Any models that roll a 1 will still squabble, and for this turn only, any heroes that roll a 1 will attack their fellows warband members.
- **Wardance** Once per game, at the start of the turn, the hero may perform his wardance (he cannot dance if already engaged in combat). Every warrior in the warband is frenzied until the start of the next orc turn. A Savage Orc Warband may only be affected by one Wardance in any game, regardless of how many models have the skill.
- **Savage frenzy** The warrior is subject to frenzy. He cannot lose his frenzy, but if knocked down or stunned he will also become stupid for the rest of the game. The model tests for Stupidity first- a failed Stupidity test means he cannot charge this turn.

- **The power of man's red flower** The warrior has discovered the secret of fire. He no longer fears fire and may use a lantern or torch.

NEW EQUIPMENT

THROWING AXE - 15 gold crowns , Rare 5)

A smaller axe specially weighted for hurling from dangerous distances.

Range: 6"; **Strength:** As User ;

Special Rules: Thrown Weapon, Axe Thrower

SPECIAL RULES

Thrown Weapon: Throwing axes suffer no penalty for throwing over half range, or for moving and shooting.

Axe Thrower: All heroes armed with Throwing Axes and have access to Shooting Skills may learn the following skill, **Axe Thrower:** *"If the thrower did not move this turn, he may throw two axes per shooting phase, each at +1 Strength. Cannot be combined with Quickshot or Knife Thrower."* The skill Knife Thrower does not allow the user to throw multiple Throwing Axes.