

Pirates v.1.3.1

Warband Special Rules

Dirty Fighting

At the *start of each* close combat phase (*i.e. also opponent's*) one enemy of your choice that is within 1" of this warrior suffers -D3 Initiative to strike order that turn. No effect vs. Undead or Daemons. *Cannot* be used while warrior is *fleeing*.

Sea Legs

This warrior may re-roll failed Jump Down tests.

May Climb

Warriors with this rule may Climb, even though they are Animals.

Wall Climber

Warriors with this rule automatically pass Initiative tests for climbing up and down.

Heirloom

Warrior has this item when hired. It may not be swapped or sold, but may be robbed and discarded as normal.

Treacherous

Warriors with this rule cannot use the Leader's Ld.

Warband Special Equipment

Oriental Longsword 10gc

Close Combat Weapon: Great Sword: Is affected by anything that would affect a Great Sword, but is a separate proficiency from normal Great Swords.

Strength Bonus: +1 S in all rounds of combat.

Initiative Bonus: +1 I in all rounds of combat.

Two-handed.

Parrot 10gc

Special Equipment: Enemies must re-roll their successful Initiative tests for charging this warrior without line of sight (*e.g. when he is around a corner, behind a wall, etc.*). No effect vs. enemies that automatically pass such tests (*e.g. enemies with the 'Sixth Sense' skill*).

Warband Special Equipment

Swivel Gun 20gc

Blackpowder Weapon

Ammunition: Wielder must possess ammunition to fire the Swivel Gun, see below.

Cumbersome (-1 M, -1 I): Wielder suffers -1 Movement and -1 Initiative for the entire battle.

Unwieldy: There can only be one Swivel Gun in each Combat Group.

Move or Fire.

Swivel Gun Ammunition

- Is Special Equipment that may be given to henchmen and lasts the entire campaign.

Ball Shot (Ammunition) 15gc

Range: 30" **Strength:** 4

Armour Piercing (1)

Unstoppable: When firing a Ball Shot, draw a line 30" long and 1" high: Roll 'to hit' against every warrior in the line of fire. (*Ball Shots stop if they hit a terrain feature and are subject to the normal rules for targeting shooting, i.e. must target closest enemy unless elevated 2" above ground level etc.*)

Chain Shot (Ammunition) 10gc

Range: 24" **Strength:** 4

Armour Piercing (1)

Linked Shots: May re-rolled failed rolls 'to hit.' (*Re-rolled dice cannot cause critical hits.*)

Grapeshot (Ammunition) 5gc

Range: Flame Template **Strength:** 3

Grapeshot: All warriors under, or partially under, the template take 1 Strength 3 hit. May be targeted so it also hits friendly warriors.

Armour Piercing (1)

Never Misfires

Dirty Mess: A Swivel Gun that has fired a Grapeshot cannot shoot for the rest of the battle.

- When firing up or down, the template is assumed to be 1" high.
- (*Grapeshots follow the normal rules for targeting shooting.*)

Pirate Skill Lists

	Combat	Shooting	Academic	Strength	Speed
Captain	V	V	V	V	V
Ship's Mate	V	V		V	V
Priest	V		V	V	
Sorcerer	(+10gc)		V		V
Cabin Boy	V	V	(+10gc)	(+10gc)	V

Pirate Equipment Lists

Captain and Ship's Mates

Close Combat
Hand Weapon
Great Weapon
Combat Whip

Shooting
Handgun
Pistol
Throwing Stars / Knives
Javelins

Armour
Light Armour
Shield

Priest of Stromfelds

Close Combat
Hand Weapon
Great Weapon

Shooting
Sling

Armour
Light Armour
Heavy Armour
Shield

Pirate Sorcerer

Close Combat
Hand Weapon
Great Weapon

Shooting
Sling

Armour
None

Cabin Boys, Swabbies and Crew

Close Combat
Hand Weapon
Great Weapon

Shooting
Handgun
Pistol
Throwing Stars / Knives
Javelins

Armour
Light Armour
Shield

Deck Gunners

Close Combat
Hand Weapon

Shooting
Javelins
Blunderbuss
Handgun
Swivel Gun

Armour
Light Armour

Wokou Raiders

Close Combat
Hand Weapon
Great Weapon
Halberd
Oriental Longsword

Shooting
Javelins
Bow
Long Bow
Light Crossbow

Armour
Light Armour

HEROES

0-1 Pirate Captain

45gc to hire

Starting Experience: 20

Race: Human

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

SPECIAL RULES

Leader (6"), Sea Legs, Dirty Fighting

0-2 Ship's Mates

30gc to hire

Starting Experience: 12

Race: Human

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

SPECIAL RULES

Sea Legs, Dirty Fighting

0-1 Priest of Stromfelds

35gc to hire

Starting Experience: 12

Race: Human

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

SPECIAL RULES

Priest (Prayers of Stromfelds): Start with 1 prayer.

0-1 Pirate Sorcerer

30gc to hire

Starting Experience: 6

Race: Human

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

SPECIAL RULES

Sea Legs

Wizard (Fire, Metal, Heavens, Death, or Shadow):

Start with 1 spell.

0-3 Cabin Boys

15gc to hire

Starting Experience: 0

Race: Human

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

SPECIAL RULES

Sea Legs

HENCHMEN

Swabbies

15gc to hire

Starting Experience: 0

Race: Human

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

SPECIAL RULES

Heirloom: Lantern, Treacherous

Pirate Crew

25gc to hire

Starting Experience: 6

Race: Human

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

SPECIAL RULES

Sea Legs

0-6 Deck Gunners

20gc to hire

Starting Experience: 4

Race: Human

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

SPECIAL RULES

Sea Legs

0-4 Wokou Raiders

30gc to hire

Starting Experience: 12

Race: Human

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

SPECIAL RULES

Sea Legs

0-3 Powder Monkeys

35gc to hire

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

SPECIAL RULES

May Climb, Wall Climbers

Animals (Cannot Hide; Flee 3D6"; Cannot use the Leader's Ld; Cannot Capture Scenario Objectives; Fight Unarmed; No Promotion.)

v.1.3.1

Powder Monkeys have +1 Movement

Raiders can use Light Crossbow

v.1.3

Changed item name to Oriental Longsword (to comply with Nippon).

v.1.2

Chain Shot is not concussive.