

Pirates v.2.1

Warband Special Rules

Pirate Fighting

Warriors with this rule start with one free skill from the Combat, Speed or Pirate list when hired. (Choose separately for each warrior.)

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 sold or swapped to other warriors, but may be robbed and discarded as normal.

Stealth

While this warrior is in cover, enemy shooting at him suffers an additional -1 to hit.

Berserkerang (+D3")

Warrior adds +D3" to the maximum distance moved when charging, up to a maximum of 12". (I.e. He rolls 2D6, adds the highest roll to his base Movement and then adds another D3 to that.)

Norse Skills

Warriors with this rule may select Norse skills as one of their three skill lists when promoted to Heroes. This does *not* allow other warriors in the warband to choose Norse skills.

Pirate Skills

Expert Rigger

Warrior may re-roll all failed characteristics tests he has to take that are *not* Leadership tests. Can also be used with Exploration Locations.

Pirate Skills

Kraken Slayer

Warrior gains 'Multiple Shots x2' with Javelins. (This skill does not grant proficiency with Javelins.)

Close-Quarters Fighting (-D3")

Enemies attempting to charge this warrior must deduct D3" from their maximum charge distance, down to a minimum of 6", as long as this warrior is within 2" of any terrain feature.

Press-Ganger

Warrior has +1 Strength on 'Free Hacks' and may re-roll 'Free Hack' attacks that failed to wound.

Dirty Blow (-D2 I)

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 -2 Initiative to strike order that turn. No effect vs. Undead and Daemons. Not active while this warrior is *fleeing*.

Lookout (+3")

Warrior adds +3" to the maximum distance he spots *hidden* enemies. (Stacks with other such modifiers, such as from Lantern, etc.)

Booming Voice

Warrior gains the 'Leader (6")' rule, or extends its range to 12" if he has it already.

Bosun (Leaders Only)

Warrior must have the 'Leader' ability to choose this skill. Other warriors in the warband who are eligible to use his 'Leader' ability roll an extra D6 for fear and panic tests and discard the highest D6. Being within 6" of multiple warriors with this skill does *not* stack.

Master Gunner

All of warrior's shots with Handgun, Harpoon Gun and Swivel Gun may re-roll results on the Blackpowder Misfire chart.

Pistolier Extraordinaire

All of warrior's critical hits with any kind of Pistol roll twice on the critical hits chart and apply the highest result. (Stacks with other modifiers.)

Warband Special Equipment

Oriental Longsword 10gc

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

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

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

Two-handed.

Harpoon Gun 20gc

Blackpowder Weapon

Range: 18" **Strength:** 4

Armour Piercing (1)

Lethal: Causes 2 Wounds instead of 1 on 'Deathblow' Critical Hits.

Swivel Gun 35gc

Blackpowder Weapon

Shots: A Swivel Gun can fire in various ways, see the right side of the page.

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.

Reaver Cloak 10gc

Suit of Armour: Prevents Wizards from casting spells. May be worn in combination with Light or Heavy Armour.

Armour Save: 6+ vs. shooting attacks. *(No effect vs. spells or prayers.)*

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)*.

Compass 10gc

Special Equipment: Wielder gains the 'Streetwise' Academic skill. Compass is automatically lost whenever wielder is taken *out of action*.

Dark Heart of Stromfelds 10gc

Special Equipment: All of warrior's close combat attacks have +1 to hit vs. enemies that are down to 2 Wounds or less. Can only be carried by Priests.

Warband Special Equipment

Swivel Gun Shots

Each turn, a Swivel Gun may fire in one of the following ways:

Ball Shot

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.)*

Shrapnel Shot

Range: 24" **Strength:** 3

Shrapnel (3"): If target is successfully hit *(even if not wounded)*, all warriors within 3" of target *(friend or foe)*, and with line of sight to target, also take 1 Strength 3 hit.

Chain Shot

Range: 24" **Strength:** 4

Concussive (1)

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

Whalekiller Shot

Range: 18" **Strength:** 5

Lethal: Causes 2 Wounds instead of 1 on 'Deathblow' Critical Hits.

Armour Piercing (1)

Grapeshot

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.

Never Misfires.

Congested: 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	Pirate	Norse
Captain	V	V	V	V	V	V	
Ship's Mate	V	V	(+5gc)	(+5gc)	V	V	
Priest	V		V	V			
Sorcerer	(+10gc)		V		V	(+10gc)	
Cabin Boy	V	V	(+5gc)	(+10gc)	V	V	

Pirate Equipment Lists

Captain, Ship's Mates, Cabin Boys, and Crew

Close Combat

Hand Weapon
Great Weapon
Combat Whip

Shooting

Handgun
Pistol
Throwing Stars / Knives
Javelins
Bolas
Harpoon Gun

Armour

Light Armour
Shield

Priest of Stromfelds

Close Combat

Hand Weapon
Great Weapon
Halberd

Shooting

Sling
Pistol
Javelins
Bolas

Armour

Light Armour
Heavy Armour
Shield
Nets

Pirate Sorcerer

Close Combat

Hand Weapon
Great Weapon

Shooting

Sling

Armour

None

Norse Reavers

Close Combat

Hand Weapon
Great Weapon
Flail

Shooting

Bow
Throwing Axes
Javelins

Armour

Light Armour
Reaver Cloak
Shield

Cathayan Smugglers

Close Combat

Hand Weapon
Great Weapon
Oriental Longsword

Shooting

Javelins
Bolas
Blowpipe
Bow
Light Crossbow
Throwing Stars / Knives

Armour

Light Armour
Shield

Deck Gunners

Close Combat

Hand Weapon

Shooting

Javelins
Bolas
Blunderbuss
Handgun
Harpoon Gun
Swivel Gun

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"), Pirate Fighting, Sea Legs

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

Pirate Fighting, Sea Legs

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

Sea Legs, Priest (Prayers of Stromfelds): Starts 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

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

0-3 Cathayan Smugglers

30gc to hire

Starting Experience: 12

Race: Human

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

SPECIAL RULES

Sea Legs, Stealth

0-4 Norse Reavers

35gc 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, Berserker (gang (+D3")), Norse Skills, Heirloom: Reaver Cloak

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.1.4

Dirty Fighting replaced with 1 Free Combat or Speed skill.
Priest may use Halberd.

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.