

WARHAMMER

PIRATES OF SARTOSA



WARHAMMER ARMIES







PIRATES OF SARTOSA



By Mathias Eliasson and Stefan Wolf
v.1.1

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INTRODUCTION

Welcome to *Warhammer: Pirates of Sartosa*, your indispensable guide to City of Pirates. This book provides all the information you'll require to play with a Sartosan army in games of Warhammer.

WARHAMMER – THE GAME OF FANTASY BATTLES

If you are reading this book, then you have already taken your first steps into the Warhammer hobby. The Warhammer rulebook contains all the rules you need to fight battles with your miniatures, and every army has its own army book that acts as a definitive guide to collecting and unleashing it upon the tabletop battlefields of the Warhammer world. This book allows you to turn your collection of pirate miniatures into a fleet of bloodthirsty reavers, looking to make themselves rich through pillage and plunder unsuspecting towns and villages.

PIRATES OF SARTOSA

Sartosa is the city of pirates, each vying to become the most notorious, feared and wealthy sea-dog to sail the seas, so that one day they can challenge to become the next Pirate Prince!

The waters surrounding Sartosa are as deadly as the island itself, where brutal pirates and mighty navies battle for supremacy. Some fight for plunder and glory, while others seek to push the boundaries of human exploration. A sailor's life contains untold freedoms – and perils to chill the soul. The adventure of a lifetime is waiting just beyond the next cove, ready to make you fabulously rich... or send you straight to the bottom. Dangerous men and women ply the waterways, and

only the strongest dare cross swords with them, but the rewards are well worth the risks.

HOW THIS BOOK WORKS

Warhammer: Pirates of Sartosa contains the following sections:

- **Pirates of Sartosa.** This section introduces the pirates and their part in the Warhammer world. It includes their society and history. You will also find information on Sartosa, the City of Pirates.
- **Wolves of the Sea.** Each and every troop type in the pirate fleet is examined here. You will find a full description of the unit, alongside the complete rules for any special abilities or options they possess. This section also includes the Pirates' Booty – magical artefacts that are unique to the army – along with rules to use them in your games.
- **The Sartosan Army List.** The army list takes all of the characters, warriors, monsters and war machines from the Wolves of the Sea section and arranges them so that you can choose an army for your games. Units are classed as characters (Lords or Heroes), Core, Special or Rare, and can be taken in different quantities depending on the size of the game you are playing.







PIRATES OF SARTOSA

Though details are sketchy, there is seldom a human in all of the Old World who has never heard of Sartosa. Everywhere, curses and cheers ring out for the infamous tales of pirate captains. In the courts of the Empire and Bretonnia, balladeers write romantic melodramas starring such famous figures as Black-Wyrd and glorify them as roguish heroes, when in fact they are often drunken, cowardly, and dishonest to the core.

Still, the song of the sea and the allure of the pirate life often call eager souls from all over the Old World. Dishonoured lords, court-martialed soldiers, mercenaries, or plain old farmers, all walks of life meet and thrive as one class of free men in Sartosa. Some of these sailors abandon their former nation, and get violent at any landlubber foolish enough to ask personal questions. Some openly embrace their old heritage, seeing themselves as privateers and warriors of their homeland (even during peacetime). An angry few openly curse their past life, actively seeking out victims from their former homeland, in a deadly spiral of vengeance. Whatever the cause, the pirates of different lands often have a different style of pirating, and different strengths and weaknesses.

The oldest and truest strain of pirates, they are formed from native Sartosans or an amalgamation of pirates from across the map. They swear allegiance to none but the Pirate King, and sail under the banner of King Death. They are pirates till they die, and woe on any who stand in their way. Welcome to Sartosa, where life is vibrant and painfully short. Keep your cutlass sharp, and your powder dry, and you just might survive till sunrise.

SARTOSA, CITY OF PIRATES

The city-port of Sartosa is the undisputed pirate capital of the world. A city that sits as much on water as it does land, a visit to Sartosa is neither for the faint hearted nor the honest. It is a lair of iniquity, built from the detritus of the oceans and an economy that runs on plunder. Its dwellings are made from the upturned bows of ageing ships and forecastles placed on stilts. The cramped alleyways that connect the city's many harbours are made from rickety jellies. There have been many attempts to quell the larcenous activities of its inhabitants but entering Sartosa is no easy matter for the city is ringed in a wall of chained galleons, all with their broadsides facing outwards...

The Free City of Sartosa is a notorious place, known for harbouring pirates, brigands, and anyone wanting to avoid the various legitimate powers of the Old World. It is a tremendously dangerous place, where drunken pirates pressgang unsuspecting individuals, brawls and duels are an hourly occurrence, and thieves ply the dirty, crowded docks looking for easy marks. Despite the risks, however, it is a place where someone with the toughness and willpower to survive can not only live but thrive, far from the yoke of unfair taxes, overbearing noblemen, and stringent laws. From Sartosa to Araby in the south, the Border Princes to the East, and the mainland past the Great Ocean, exotic lands await.



A collage of cutthroats, thieves, and beggars, with no loyalty to king, captain, or kin. Every living soul on the isle knows the value of sinew and insincerity... the honest souls you can find floating by the piers, deprived of their wallets. 'Sartosa' is the name of both the island and the largest city on the island. The island proper is a volcanic formation, covered in thick jungle. Deep in the undergrowth is a steady supply of birds, fruits, and wild boars, providing a cheap source of victuals for the penniless crews that loiter about the coastline. The coastline is a squiggly line of grottos and arpeggios, with a near limitless number of hiding places from any naval vessel daring enough to approach the isle. To the South are the Skull Sands, an ever-changing barrier of sandbars that only the native Sartosans can navigate through. Any ship that runs aground of the sands is open to whichever plunderer gets it first, so fights and races to the wrecks are an everyday occurrence. Even pirates sometimes hit the sandbars, but are less likely to wreck their ships, for pirate vessels of choice are small and swift, built for hunting and fleeing, and therefore have shallow bottoms. Naval Man O'Wars and loaded merchant boats float lower in the water, and should they drift into the Skull Sands, they're as good as sunk, without the pirates having to fire a pistol.

Not to say that pirate ships are unable to fight. Stolen merchant ships are often outfitted with a large number of cannons, far exceeding the normal capacity. These smaller ships also contain an extra large number of crewmembers, allowing pirate crews to swarm over and outnumber almost any ship they board. More crew members also means a smaller share of the sailing duties, meaning that pirate crewmen are often less fatigued than the naval crewmen they fight.

THE POWERS THAT BE

No king, count, or mayor rules the city of Sartosa. Priests and wizards do not hold council to provide wisdom. There is no nobility worth speaking. Sartosa is a city ruled by only one force – pirates.

In theory, each person within Sartosa enjoys the same freedoms as everyone else. But this is the freedom that comes from anarchy, with little to nothing in the way of rights, except for strength and the willingness to use it. In practice, all the people of Sartosa owe their allegiances and favours to people higher up in the social ladder. At the top are the Pirate Lords, "retired" captains of pirate vessels who have taken up the mantle of nobles and the idle rich.

While Sartosa has a Pirate King, it is mostly an ornamental position. The king mostly ignores the day-to-day internal affairs of Sartosa, and government system is closer to anarchy than democracy. The great Pirate Lords, retired or semiretired pirate captains of



vast fame and fortune, have no official power in the city, but are often consulted in the case of major disputes. There are no law enforcers or legislature in Sartosa, but the island is ruled by the pirate code. Each captain makes a small variation or two, like “no music on holy days” or “no gambling of coins at sea”, but the core of the code is universal throughout the Great Sea.

The role of the Pirate King becomes slightly more influential in foreign affairs. It is the Pirate King who handles tributes from other countries and city-states, generous payments that ensure a ‘protection’ from piracy (a large amount of this money winds up in the Pirate King’s pocket, of course.) To these safe countries, the Pirate King forbids any raiding of their shores and ports (although this courtesy ends at the open seas, where the ships are commonly raided just like any other nations.) However, if a ‘protected’ kingdom forgets or ignores their tribute, it is the Pirate King who organizes a full out war on the coastal country, offering a bounty for each royal ship scuttled or noblemen kidnapped. The King also unifies the country against foreign attack, for several times in a King’s reign, he must ward off invasions from Estalian Armadas. Likewise, Sartosa is right off the coast of Tilea, directly opposite the shore from Luccini. The Luccinian navy and the pirates are constantly battling each other, and as Luccini boasts one of the greatest militaries in the world, it is no easy fight. United under the Pirate King, independent corsair ships are pooled into swift moving fleets, delivering hit and run attacks on their enemies.

Currently Sartosa is ruled by woman known as "the Pirate Princess", who have kept her position for so long because she is a master of orchestrating raids; like a spirited rondo, she conducts pirate raids in endless cycles, hitting their opponents again and again, until they make a fatal mistake or surrendered.

A FREE CITY IN MORE THAN NAME

For better or worse, Sartosa is almost completely free of much of the politics dominating the other city-states of Tilea. Not only is it a "free city", implying independence from other political bodies, but individuals have tremendous free reign.

Although the town is anarchic and mostly lawless, the "pirate's code" still holds sway over Sartosa's inhabitants. All the pirates of the seas consider Sartosa neutral ground. A captain can dock at its piers without fear of being arrested or shot on the spot by any officials, but may have to face his rivals if they happen to be docked at the same time.

Sartosa, for all its treacherous citizens, will open its ports for any and all, so long as they follow the code (and have money.) It is a sanctuary for criminals, fugitives, and exiles, the downcast and disowned. And while pirates will frequently steal sailors and press-gang them into joining the crew, it is by a large a country of free men. Naval crewmen find pirate captains much more lenient than most commodores and officers, so they hardly resist being ‘forced’ into piracy. Runaway slaves and serfs can own property and vote.

THE PIRATE'S CODE

The only law worth noting in Sartosa is the so-called "Pirate's Code." It stresses both personal freedom and loyalty to your captain, crew, and ship (in that order). Not everyone in Samosa adheres to this code, but its pervasiveness means all its inhabitants know how the code works, if only to keep safe their own hide.

A man is considered in his right to kill another if his honour is violated in some way, and in most cases "might equals right." However, in a city ruled by pirates, killing a man in the streets usually brings retribution from his fellow shipmates and most people know that there are serious consequences for doing so. Described here are some of the unwritten rules of the Pirate's Code. However, there are endless variations and interpretations, which can be twisted as needed (and as long as you can convince others that you are correct).

- Everyone shall obey orders from the Captain and his officers.
- A crewman has the right to defend himself and his honour.
- A man can challenge another for a fair duel, but the challenged gets choice of weapons. No other person can interfere in this duel until one man is dead or relents.
- Booty will be shared out as follows: 1 share to every ordinary seaman: 3 shares to the captain: 2 shares to the master carpenter, boatswain, and gunner.
- Anyone caught attempting to desert will be marooned. He may take only a weapon and a bottle of water.
- Anyone being lazy or failing to clean his weapons will lose his share of the booty.
- The punishment for hitting a crewman is 40 lashes on the bare back.
- Everyone may vote on every important decision.
- Everyone may have a share of captured drink and fresh food.
- Anyone found stealing from another member of the crew will have his ears and nose slit open and be set ashore.
- The penalty for bringing a woman aboard in disguise is death.
- No one may leave the crew until each man has made *500 gold coins*.
- No crewmember may fraternize with Wizards or other dealers of the Dark Arts.

The rules are not always followed, but every pirate knows them by heart. Even in the streets, scuffles occur and pirates kill each other over trivial matters. But amongst members of the same crew, a good pirate captain will make sure the code is strictly enforced, making sure that do no unjust harm to each other.

THE PIRATE LORDS

Almost all pirates dream of hitting the big score and retiring in Sartosa, where they can live like gilded noblemen. The most successful captains buy or build

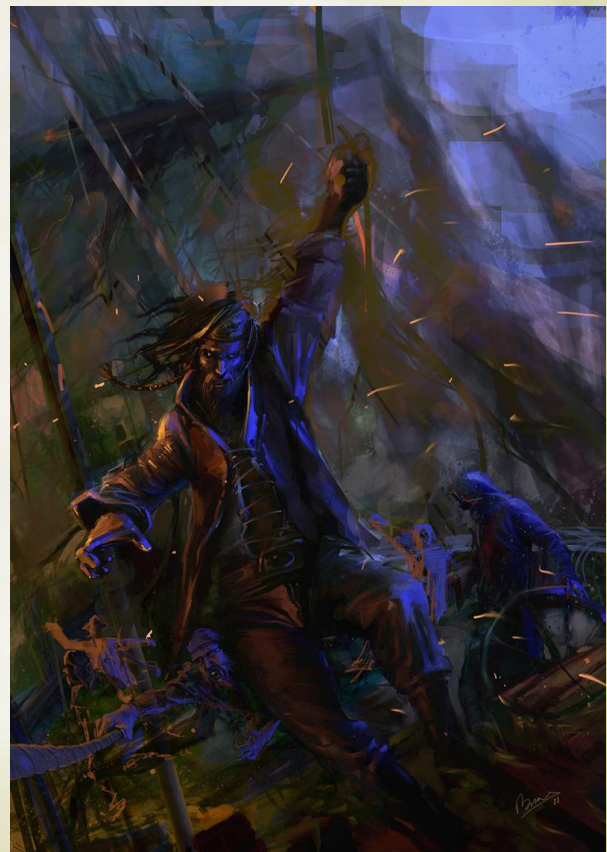
massive villas inside Sartosa proper or among the rocky hills along Mourt Ertinia. Some give up the life entirely and sell off their ships, whilst others retain control, running their operations like a legitimate business. Either way, the Pirate Lords live as the idle rich do anywhere.

As the richest and most influential people on Sartosa, the Pirate Lords often act as the de facto leadership there, settling disputes and making "suggestions" that would be akin to law in other lands. Most of the time, the Pirate Lords are content in letting the inhabitants of Sartosa deal with their own affairs. Competition and rivalry among the Pirate Lords are fierce and some hold tremendous grudges towards their peers. However, in the effort of keeping things stable, overt actions against their enemies is avoided and "problems" are dealt with through proxies, quiet assassinations, and other skulduggery.

Piracy is the lifeblood of Sartosa and the city holds its arms open for anyone who adheres to the Pirate's Code. Although the city does have a modest economy producing seafood, ships, rope, and the like, most of the money and goods that come into Sartosa are the result of pirates sacking the merchant ships plying the Tilean Sea or small, unguarded towns along the coastline.

THE MERCENARIES

Not all the inhabitants of Sartosa are pirates – the second largest population is composed of mercenaries. It is said that any man with at least a club and the willingness to use it can find work with the numerous





Mercenary Houses in Sartosa. Ex-Imperial soldiers, disgraced Bretonnian knights, wandering Dwarf troll slayers, Tilean pikemen, and Estalian swordsmen can be found here looking for work. Most find employment as bodyguards for wealthy captains or as marines for pirate vessels.

In order to accommodate this need for men-at-arms, several Mercenary Houses have sprung up all over Sartosa, where a person can go to find work without much effort. A few have exclusive "contracts" with the various Tilean City-States, which hire entire armies for some campaign or another. These Houses are vicious and literally cutthroat when it comes to acquiring new talent, and semi-open warfare between Houses is not unheard of. Some mercenaries steer clear from the machinations of the Houses and go solo—there's still plenty of work to be had, but a mercenary runs the risk of being "drafted" by one House or another, especially if he gains a reputation for effectiveness.

THE CITY-STATES OF TILEA

Though the nobles of Tilea have no legal powers or authority over Sartosa, they do have significant sway over the business in Sartosa, and are, ironically, the largest trade partners. It is common knowledge that nobles and merchants of other citystates often hire the pirates of Sartosa to haul cargo, guard their ships, and prey upon the ships of their competitors, although everyone denies it when it happens. Nobles, their proxies, and rich merchants often make journeys to Sartosa to employ a captain and his ship for all manner of illegal and illicit business. However, there is no honour among thieves, and it's not all that uncommon

for a pirate ship to prey upon the vessels of a Tilean nobleman they formerly were charged with protecting. For every trade route to Sartosa shut down by the Tilean fleet, another one pops up in its place, as the profits from this illegal trade are too tempting to resist. Those dry-states fed up with the predations of the Sartosan pirates have attempted several times over the centuries to lay siege to the city, but failed every time, as the pirates of the city banded together to create an impregnable screen of galleons and cutters that decimated every fleet.

COMMERCE

There is no main currency or trade in Sartosa. The most common coins are from the Tilean mainland, but coins are worth the metal they're minted upon. Foreign coins and even Cathayan denominations change hand without people batting an eye. Pirates enjoy any valuable thing that doesn't take up lots of space: black pearls from the Black Gulf, soft Lustrian gold, Southland ivory, Indan jewels, and Ulthuan jewellery.

Occasionally, a pirate will find rare items that only a few collectors would be interested in: seasoned pirates learn to recognize articles such as "Wyrdstone" and Albion Ogham stones. The sale of one of these seemingly ordinary objects can gross enough to buy a new ship, though it means that the enterprising pirate captain has the extreme displeasure of consorting with wizards and practitioners of the Dark Arts.

SEA SHANTIES AND SAILORS' STORIES

Among the mostly illiterate seamen, one way of preserving their traditions and culture, as well as whiling away the hours of tedium on board ship, is the telling of tales and the singing of sea shanties. These often tell the tales of famous captains of the past, such as Jack O' The Sea, Ezra Banehand, Cap'n Tim Huckleberry or Sacadra the Jinx – mariners whose names resonate through the ages. Other songs tell of more-recent pirates, such as Luka Silvaro, Jacque Rowhead, Luther Harkon or the Dwarf Pirate Lord Gridi Scumbeard who terrorised the Black Gulf for many years. Some are warning tales such as the ancient tale of El Cadavo – the cursed Pirate Lord who returned from an expedition in Lustria with all of his crew dead, or the tale of Williem Longtooth who pursued what he thought was an opulent Estalian Treasure Ship, only to discover it was a fearsome Hellship of the Cult of Slaanesh. Other songs are tales of morality such as 'The Sloop Johan Bee' or 'Sir Olivier Draco and his Hat', whilst many more are simply sung for entertainment's sake, such as 'What do you do with a Drunken Halfling?' or the infamous Ogre song known as 'Da Happy Plunderer'.

GODS AND VENERATED SOULS

Pirates are a superstitious lot, and they generally hold reverence in three gods. The chief one is Manann, God of the Sea. He is swift in his anger and slow to forgive, and it is by his grace and his grace alone that the pirates survive more than a minute offshore. Manann is

the lord of all oceans and feared by all who would make their living at sea. He is by tradition not so much worshiped as appeased, demanding offerings of gold, wine, fish or even blood. Indeed many of the superstitious practices that sailors are renowned for, have at their heart avoiding Manann's wrath, which is easy to obtain and hard to abate. As well as Manann himself, sailors often pay tribute to his children, the local gods and goddesses of seas, passages and bays. In addition, perhaps due to Norse influence, some pirates acknowledge Ulric as Manann's younger brother, patron of all bloodthirsty and savage fighters.

The second god is Ranald the Trickster, god of liars, thieves, and gamblers. His hymns are bawdy bar songs, and it is to him that pirates silently pray when hiding in a corner as the night watchman walks by. It was by his grace that Sartosa was raised from the deep. Last but not least is King Death. A fearsome version Morr, King Death has a skeletal face and wears an iron crown. There are many trivial superstitions practiced by seafarers of all stripes. One of the most common of these amongst pirates is to never mention the name of Morr, lest one wants a quick trip to a watery grave. Instead, they name him King Death, portrayed as a massive skull faced giant who makes his court on the bed of the mysterious Sea of Lost Souls, surrounded by gigantic dragon-fish and sunken ships. It is his face that is flown on the Jolly Roger, the trademark of all great Pirates. King Death can be cruel or kind, but he inevitably shakes every pirate's hand in the end.

Many pirates and other mariners worship the Sea Herself and pirates take great store in setting trials that will test a man afore her judgement. These trials often result in the accused man drowning or being consumed by sharks if guilty. The most common of these are keelhauling or having to balance blindfolded on a beam that runs over shark-infested waters. Some shanties portray her as the consort of King Death, and it is this factor along with the pirates' emphasis on using her to determine justice that have led some scholars to categorise the Sea Herself as an aspect of Verena. Most of the orthodox Cult of Manann however considers this belief heretical.

LIFE AT SEA

The life aboard a ship is a tough one: men live in cramped conditions, working constantly in shifts to deliver precious cargo to one of the many ports of the Old World or patrolling its many waterways to protect coastal towns and villages from plunderers, raiders and all sorts of pirates. The nourishment is bad and diseases are wide spread. Unfortunately, the ship's doctor or surgeon isn't always what he claims to be. Thus, crew members are often treated by their carpenter or cook – oftentimes with unclean instruments.

Days at sea can be hot and unbearable, without a single breeze. Still, the waves offer no refreshment for the people aboard a ship, since most of them never learn how to swim. On the other hand, storms often ravage the oceans of the Warhammer world. Waves many

times taller than a ship play with unfortunate vessels and their crew, tossing them around, lifting them high up, and letting them plummet into the deep, watery chasms. Men are washed aboard or hit by flying debris. In a situation like this, the skill, bravery and endurance of the captain and his entire crew is needed in order to manoeuvre the ship either out of or through the storm.

The space on a ship is little and disputes between crew members are more often than not settled with brutal punishments issued by the captain. The cat o' nine tails is a much feared tool for punishment, being able to tear open a man's back with just a few lashes. Its wielder is dreaded and respected alike. However, punishments can go even further: from extra watches to keelhauling up to walking the plank or remaining stranded on a deserted island.

The captain's word is law and there are only two ways to deal with that fact: follow a captain's orders or seize the command by mutiny. It sometimes happens that a crew of seamen suffers a loss in faith with their captain. This can result bloodlessly, with an election or a committee discussion. But eventually, every crew faces the dreaded mutiny, and a line is drawn between friends and co-pirates. These rebellions may seem a natural occurrence, but some are orchestrated by an outside source. Perhaps a rival crew promises riches and power to anyone who joins them... sweet lies sewn to reap discord. Mutinies are rare but woe those who fail this attempt for a grasp of power, for their death won't either be slow nor pleasant ones.





Life on a pirate vessel may seem more relaxant. The crew has little to do except for hunting down merchant ships and raiding and plundering seaside villages and town. In addition to that, a pirate ship's crew usually has more members than a normal ship that size. This is because a pirate captain cannot hope to plunder any vessel without more than enough men. Thus the duty is split between more deck hands, so the rest can relax and the pirates are in general more fit for battle than other ship crew.

However, even on a pirate ship the Pirate Code is valid and the pirates must stick to it. This results in punishments being more severe than on other vessels. The discipline is miserable though – when the captain or one of his mates aren't looking, there are a lot of brawls, back-stabbing, and other nasty "accidents" going on. The reasons for those are as different as the pirates aboard a ship: some try to rise through the ranks with those dirty tricks, while brawls and knife fights erupt over what piece of loot belongs to whom or over such mundane things as a bottle of grog. There is only one thing which can really unite a ragtag band of pirates – that being a merchant ship on the horizon, ready for plundering. The cannons are then loaded and cutlasses sharpened, and the entire crew eagerly awaits the clash between the two ships.

NAVAL WARFARE

The dangers on the seas of the Warhammer world are as many as the ones on dry land: storms, sea monsters, rival merchant vessels and, the most dangerous of all, pirates, whose only purpose to set sail is the search for treasure and plunder. The first one can be found on remote and lonely islands or in some long sunken ship, whereas both of them, in the eyes of pirates, can be found in the storage deck of merchant vessels.

However, pirates don't need much of an excuse of pillage and loot to initiate a battle. In fact, they don't need an excuse at all; their bloodthirsty nature drives them to battle and a little treasure is often just welcome after effect of a battle.

Enemy ships are, if possible, approached from behind or lured into shallow water or sand banks. When the pirates are in optimal striking position, they rise the Jolly Roger, the black flag with the grinning skull stitched on it, marking the ship as a pirate vessel and announcing the other's ship impending doom. Then, broadside after broadside is unleashed upon the enemy vessel. Wood splinters, oars are smashed, sails are torn apart and masts toppled. Men go overboard or a pierced by bullets or grape shots. Cannonballs are wrapped up in oily rags and set ablaze and sooner or later a ship will catch fire. In most encounters, the preyed on ship will fight back and thus casualties will be high on both sides. Sometimes these first, frightening, forceful initial clashes are enough for one of the ships to surrender. There also stories of such fire fights which have lasted for hours, with neither side gaining an upper hand.

While Imperial, Tilean and especially Dwarfen captains prefer to keep their adversaries at bay and decimate them through supreme firepower, the pirates prefer the overwhelming tactic of boarding actions, taking the fighting to close quarters. Boarding actions are times of visceral drama, with each ship's crew fighting for supremacy using blood-stained cutlasses, flintlock pistols and bony talons. Boarding planks and pikes are prepared, all the while some pirate members prepare themselves amidst the rigging to swing over to the victim ship. Cannons are loaded with scatter ammunition to clear the enemy deck from crew and

marksmen snipe at high ranking officers, helmsmen and captains alike. Vengeful captains seek each other out for viciously fought duels, whilst far above them, pirates swing from stout ropes into the midst of the foe. Primitive bombs are detonated within the enemy warship's hull, masts are damaged and shots are fired off at point blank range.

A weak warship's crew will rush to the gunwales, cut away grappling hooks, use stout poles to push the warship free, and dispatch tugs and rowing boats in a desperate attempt to haul the warship away from danger. Other crews might fight on but only the hardest veteran sailors are able to withstand and repel such a brutal onslaught.

However, plundering poor merchant vessels or Tilean war galleons isn't the only foe pirates can fight though, and these foes are not sought after voluntarily, except by a few mad harpooners, Norse Whalers, and Dwarf Slayers. The seas of the Warhammer World are populated by many fell beasts, from the dreaded Black Leviathan to the legendary Kraken. Such monsters pre-date even the Elves of Ulthuan, coming from an earlier age at the dawn of the world, when they were the only inhabitants. At this time the planet's surface was a vast primordial soup and the whole world was the hunting ground of these immense beasts. Then the first incursions of Chaos swept across the world. New mountains reared out of the sea as the skies turned black as death and searing bolts of lightning arced and twisted through the air.

The mere sight of one of these immense creatures surfacing to do battle, water streaming off its ancient black hide, its claws and tail thrashing the water into foam, is often enough to send the enemy vessels

fleeing in terror. It takes a brave captain and a valiant crew to stand firm in the face of these raging monsters and engage them in battle with cannon and sword. Those who do, and who triumph over these behemoths of the deep, are proclaimed as great heroes and mighty warriors, renowned for their bravery and unbreakable courage in battle.



NOTABLE PIRATES AND PRIVATEERS

Many famous ships and their captains operate within the Southern Sea. One such captain is Jeremiah Tusk, a pirate and explorer who has visited Lustria and the Southlands. Captain of a dark-green galleon named *The Lightning Tree*, he is the oldest living pirate captain and has been a privateer for Tilean, Estalian and even Arabian masters. Infamously it was he who also lured an entire Luccini fleet of war galleys into Fool's Rocks and then sunk it, ship by ship.

Another infamous pirate is the Duchess Maria Pietronese, who commands her fleet of five tremees from her black-sailed flagship, *La Nera*. She is the bane of Bretonnians and Arabyan Corsairs. Despite being a pirate, she has retained both her noble name and title. She has sworn that no man shall touch her who cannot best her with a blade; so far, only one man seems to have accomplished this feat, the unknown father of her daughter Isabella.

Also known as Bearded John, Henri the Little is the remorseless captain of the massive *Demiurge*, a sixty-gun galleon and one of the largest pirate ships currently afloat. Despite this power, Bearded John is a cunning captain, always favouring the easy trick over the brute approach.

The most feared of all pirates is undoubtedly Long Drong Slayer. His ironclad ship, *The Fair Fregar* is a veritable floating fortress, bedecked with sixty cannons, swivel guns and a fearsome prow ram, that Long Drong has sailed to Araby, Lustria and even Albion in search of buried gold. He is a privateer of sorts, preying on Orcs, Araby corsairs and any other dangerous looking pirate ship that crosses his path.

For some time the Dark Elf mercenary known as Mengil Manhide roamed with his Manflayers within the Black Arc known as the *Citadel of Spite*. Although the Black Arc was driven off by Sea Elf patrol ships from Lothorn, Mengil was reputedly left behind by a treacherous crew. Rumours now persist of him striking at targets within Tilea and the Border Princes, with some going as far to say that he has joined the Assassin's Guild of either Pavona or Verezzo.



HISTORY OF SARTOSA

The island of Sartosa has a rocky coastline and a rugged interior. It most likely rose out of the sea thousands of years ago, presumably when the ancient servants of the Old Ones, the Slann, altered the position of the continents to fit the plan of the Old Ones. The Sartosans explain the creation of the island with the famous tale of Jack O' the Seas, the first pirate ever, who has become somewhat of a patron to the inhabitants of this rocky island. However the creation of the island might have progressed, Sartosa was soon covered in lush vegetation, thanks to the fertile soil of its volcano, Mount Ertinia.

This small paradise soon attracted the High Elves, who founded a small settlement on the island. However, with the outbreak of the Sundering between the High Elves and their dark brethren, the Dark Elves, the contingent was called back to Ulthuan and left only a few inhabitants behind.

TILEAN RISE AND FALL

Tileans from the mainland, under the leadership of the legendary captain Black-Wyrd occupied it as soon as they mastered the art of ship building and sailing. It was no great effort for the humans to claim victory over the island and cast the Elves away. They benefited from the Elven buildings, using them as their homes and adding their own architecture. Trade between Sartosa and the Tilea was established, with Sartosa trading the island's exotic birds, fruits and minerals with iron and other supplies they could not produce on the island. However, the peaceful and calm life of the Sartosans met its end when a Dark Elf fleet attacked them in the cover of the night. Adding to the drama, it seems that the Dark Elves were aided in their fight by undead warriors of the Nehekharan Tomb King Settra. Almost the entire population perished or was carried off into slavery.

RAIDERS FROM THE NORTH

The island and city of Sartosa remained in a ruinous state for a long time. Buildings crumbled under the weight of the elements and the wharves and docks become little more than rotten planks and drift wood. Eventually Norse raiders landed on the island and from this base, the Norse ravaged the coasts of Tilea until they were defeated in a sea battle off Cappelino. A mighty fleet from the sea town of Luccini sailed off to pursue the Norse after one of their many raids.

Although the fleet was equipped with excellent gear, sailed by expert sailors and carrying the best soldiers Luccini could offer, it suffered high losses against the frenzied warriors from the north. The Norse took a high toll in blood before being defeated. The remaining Norsemen were hired by Luccini as mercenaries and allowed to stay on the island to guard it. However, their descendants were overwhelmed by an invasion fleet of

Corsairs of Araby led by Nafal Muq in 1240. The Corsairs, sailing in their war dhows, were plundering the coasts of Tilea and Estalia. To counter this threat the Tileans hired more Norse warriors in their longships. This provoked the Corsairs to gather a huge fleet and attack the Norse stronghold on Sartosa, which was captured with great slaughter. The Norse fought to the death, but the Corsairs, being numerous and cunning, prevailed.

CORSAIR DOMINATION

From that moment onwards the raids of the Corsairs on the coasts of Tilea became much worse. The Tileans found them to be much more difficult to catch than the Norse, and much less willing to desist from raiding in order to serve as mercenaries. This was because the Corsair leaders were bound by tribal oaths to their Emirs and Sheikhs and could not be tempted to change allegiance for mere gold.

The Corsairs held on to the island for roughly two hundred and fifty years, during which time they were a constant menace. There were several naval battles fought in the seas around Sartosa between the Corsairs and the galleys of Luccini, Remas and Tobaró. The odds in these battles were rarely equal; the heavy war galleys of the Tilean city states were not able to keep up with the light Arabyan war dhows. Furthermore, the Corsairs knew every secret bay and hiding place of the Tilean sea, thus easily escaping their pursuers and laying ambush after ambush.





The Corsairs on Sartosa reached both the height of their reign over the region and their fall to their ultimate doom under the rulership of Emir Abd al Wazaq. The raids increased from the day he took to reign and lasted for almost thirty years. In this time, the Arabyans had plundered and burned over one thousand ships and some dozen coastal settlements, mostly around Luccini.

This had invoked the wrath of Luciano Catena, Prince of Luccini and descendant, as his name suggests, of the divine twins Lucan and Luccina. After Sultan Jaffar of Araby was driven back into Araby and finally defeated at Al Haikk in the Crusades, the Tileans turned their attention to clearing the Tilean Sea of Corsairs. Asking his fellow princes for help and promising them shares of the stolen treasure, he managed to set up a fleet, ready to deliver a deadly retaliation strike against the hated Corsairs.

After weeks of sea battles and nightly ambushes, the Emir and his Corsairs were driven back into their stronghold in the city of Sartosa and forced to surrender after a long and extremely bloody siege. Luciano allowed Al Wazaq to escape to Araby in return for leaving behind his considerable stash of treasure, mostly art looted from Tilea. Al Wazaq also had to surrender off his enormous harem which in his desperation he had trained to defend him as his personal bodyguard. These were promptly recruited by the Tileans as a mercenary regiment! The rest of the surviving Corsairs were allowed to stay and were hired

by Luciano to serve in his fleet. This was one of the earliest occasions on which mercenaries from Araby were hired by a Tilean general.

THE DAWN OF PIRACY

Luciano and his heirs ruled Sartosa as a principality for a time. During this period the city was rebuilt and its defences made strong. It soon became a base for the mercenary fleet of the Princes of Luccini. However, this brief period of stability was not to last. There were now many mercenary contingents occupying strongholds on various parts of the island, and some in different fortress towers within the city itself. Rebellions against the Prince became more frequent and Sartosa became increasingly difficult to control.

The Prince's rule over the island finally came to an end when the mercenary flotilla of galleys based on Sartosa mutinied. Then the island rapidly fell into anarchy as the mercenary bands set upon each other.

Most of the mercenaries on the island took to piracy, pillaging Tilean shipping and anything else sailing the Tilean Sea. This proved much more lucrative than hiring themselves out to fight, since the chances of survival were greater as were the potential riches. The various mercenary bands occupying the island stopped fighting each other with their usual intensity and began to cooperate in their piratical schemes. The raids on ships and shores around the Tilean Sea brought in hordes of captives and hostages who were never ransomed. These augmented the swelling population of Sartosa until it became a notoriously rough and lively den of pirates.

Eventually it became the custom to elect a 'Pirate Prince' of Sartosa. This is a rather grandiose title for one who does not really rule, but just settles disputes over loot with rough justice. Many such Princes have come and gone in the centuries up to the present time. Most have come to a very sticky end one way or another!

THE GOLDEN AGE OF PIRATES

With the election of the first Pirate Prince of Sartosa the age of pirates had officially begun. Building on the knowledge the mercenaries had gathered when fighting the Arabyan Corsairs, the pirates of Sartosa now applied the same strategies and tactics in battle against their former homeland. They discovered the advantage of the deceptive currents of the Pirate's Current. The pirates made use of the Skull Sands, by chasing merchant vessels into their direction, only to plunder them after they ran ashore in the shallow waters and by luring pursuing war galleys and Man O'Wars into the shallow waters too, thus immobilizing them and making them easy prey.

The raids and the plundering grew more intense again, as the pirates started to attack coastal towns and villages. The pirates as well as the Tileans fought their battles with the same type of ship, the trusted Tilean war galley. Since the pirates couldn't rely on either the

mass of troops such a mercenary war galley would bring into battle nor on the heavy firepower and good equipment, they instead copied the fighting style of the Arabyan war dhows by emphasizing speed and manoeuvrability over power of arms. Soon the Tileans found themselves chasing pirate ships, unable to catch them.

After a while, the various Tilean princes would join their forces and send a huge fleet against Sartosa. But as the Tileans united their forces to crush the pirates, so too did they to save their homes, lives and plunder. Attack after attack against the island, the city and Sartosa and the various other smaller towns were successfully repelled. As their raids (and escapes) became more and more successful, the pirates started to expand their hunting grounds, sailing to the north, to the ports of Estalia and to the south. Needless to say that they invoked the wrath of all the nations they encountered (and plundered) but their heavy warships never managed to keep up with the sleeker Sartosan vessels.

Pirates steadily populated the seaport until they grew into a force to be reckoned with. In this time, Sartosan pirates ranged throughout the Southern and Tilean Seas, as well as the Black Gulf and Gulf of Sufaga. No vessel was safe from their attack and plunder.

THE PIRATE WAR

It was the Corsairs of Araby who were the first ones to be a match for the pirates of Sartosa. When the Sartosans sailed into the Southern Seas, they crossed the line which marked the boundary between the Tilean waters and the Araby controlled Southern Seas. Encounters between Sartosan war galleys and Arabyan dhows turned into fights. Wanting to settle old scores from the Arabyan occupation nearly 500 years before,

Sartosan pirates attacked their competitors without mercy. Arabyan pirates responded in kind and a major war broke out between the two.

Soon there were constant skirmishes all along that line, as more and more ships of both sides joined the raids. These skirmishes turned into full grown naval battles, as both the Corsairs and pirates set up fleets to invade the enemy waters. The war raged for over twenty-five years, with both sides using more and more resources in the war. Sartosan ships levelled entire coastal villages and towns with the fire of their cannons and mortars. The Corsairs in turn slipped through the Sartosan ship barrier and infiltrated the Sartosan towns at night, burning them down and taking the fishers and sailors there as slaves.

The fight between Sartosa and Araby would have continued like this forever, hadn't it been for the intervention of the Tileans. Taking the increased absence of Sartosan raids as a sign of weakness, the Tileans hastily gathered a fleet and sent it against Sartosa. The pirates were forced to retreat out of the Southern Seas and rushed back home. The Sartosans managed to intercept the Tileans and ward them off. Realizing that they didn't stand a chance against the Tilean fleets in the north and the Corsair ships in the south, the Pirate Prince pledged the Arabyans for peace. Its terms were simple: neither side would go out of its way to attack the other, while fighting for spoils was still permissible. The Corsairs accepted and with the Treaty of Mabarek the Pirate War officially ended. However, not all pirates accepted the agreement between their Prince and the Corsairs. Many Corsairs were ready to more than eagerly pick up their weapons again and thus there are up to the present day continuous skirmishes between the Sartosans and the Arabyans.



ESTALIAN CONFLICT

Eventually a greater danger to the Sartosan pirates appeared on the horizon. The Estalian kingdom of Astarios with their capital of Magritta had grown in strength since the ouster of the Arabians from their land. Astarios was looking to expand its influence to create an Empire of its own. Thus, ships from Magritta and its allies overwhelmed the defences of Sartosa and most of southern Tilea. Those pirates not executed by the Estalians holed up in the hidden coves and grottoes along the Slabbrato Coast to the north of their conquered capital. The Estalian overlords were never able to discover these hidden pirate lairs nor were they able to bring the pirates to heel. In fact, the Sartosan treaty with Miragliano gave them the breathing space to remain a thorn in the side of the Estalians.

In 2400, an uprising across Sartosa proved too much for the Estalians. They finally retreated, leaving a political vacuum in their wake. Those Sartosans who collaborated with the Estalians took over the reins of power, but their reign was short-lived. The pirates attacked from land and sea and overwhelmed those in power. The few collaborators who survived that struggle were soon put to death. Since that time, the pirates used the wealth they accumulated to rebuild the defences of Sartosa including the installation of Imperial cannon at certain strategic points. Their raiding on shipping (especially Estalian) in the Southern and Tilean Seas have also increased since the pirates recovered the island.

THE REIGN OF THE PIRATE PRINCESS

Pirates need a harsh and guiding hand – like the one of Carmen Sicilieri, known as the Pirate Princess of Sartosa. The first woman to be elected to the position formally known as Pirate King, her reign is the longest to date, no doubt because her reputation for being ten times more cruel than any of her predecessors is no exaggeration!

Nobody can truly say how she managed to get into that position, but her iron determination, her persuasive powers and her skill with the cutlass and pistol leave no room for further questioning. This and the fact that she promptly killed the first one to openly question her ability to reign in no less than ten seconds in the following duel make sure that there are no false accusations – at least while she is around.

Apart from the everlasting pirate envy of higher positions, Carmen Sicilieri has proven a worthy pirate princess: she has planned and executed numerous successful raids, always fairly distributed the loot afterwards and wisely sealed (and broken) several pacts and agreements, all to the benefit of Sartosa. It was her sharp mind and quick thought which have prevented a bigger calamity after the attack of the Dreadfleet in 2522. Once again she demonstrated her ability to unite the usually unruly pirates for a common cause. Dividing the present pirates on Sartosa into two groups, she tasked one with the re-building of the city's

harbour, and then immediately set sail with the other one, raiding several Tilean coastal towns in order to mask any sign of weakness. This bold move earned her the respect of mostly all pirates, as well as inspiring fear in any would-be usurper. Even some of the old, salt-encrusted pirate veterans talk about their princess with admiration in their voice and drink to her health.

While rare, it occasionally happens that darker forces come sailing to the small isle, reeking of death and blood. Norse raiders that tan the hides of men and wear them as armour; Undead sailors that drag helpless mariners into the murky water; Dark Elves, who once came close to lording over Sartosa, returning to finish the job or tie the free men to the galley oars till they die. Even the isle of Sartosa isn't free from internal corruption, for on the south edge of its coast is the Cave of the Damned. It is there in the dark caverns that daemons and mutated creatures hide and lurk, and the briny pools within the cave seem to have no bottom, but extend deeper than the seabed. These bottomless shafts nest the oldest of sea creatures, monsters that make leviathans flee and sea dragons shake with fear. With their very souls at stake, a competent Pirate Lord can make cowardly thieves grow backbones at a moment's notice.

But these dark threats are foolishly forgotten of late, as the Pirates delight in their good fortune. The markets of Sartosa are currently bustling, and the cargo holds are fit to burst. But hustle leads to friction, and street fights are now an hourly occasion. Meanwhile, the navies of the Old World are readying their ships, prepared to pick off the muddled pirates one-by-one. They should be wary thigh, for the Pirate Princess is a clever foe, and all the while the enemies of Sartosa are drawing closer, she is already planning her way out of their lines – be it by cutlass, pistol or cannon.



INFAMOUS PIRATES

Sartosa is a relatively small island, and the pirates are many, the loot is hard to get by and the competition between the various ships is immense. In times of immediate danger to the island and the survival of the pirates, they band together under the Jolly Roger of Sartosa, laughing defiantly in the faces of their enemies, while smashing their ships to splinters. In any other time, it's every ship and crew for himself, with the pirates fighting over merchant ships, loot, a good docking place and the next grog. Thus it's not surprising that some pirates set sail to faraway places, partially clad in the mists of legends, and try their luck there, hoping to return as rich and respected men. Few do however, and those who truly return with riches beyond measure lead from then on an even more dangerous life, constantly watching their back and shunning food, for the fear of it being poisoned.



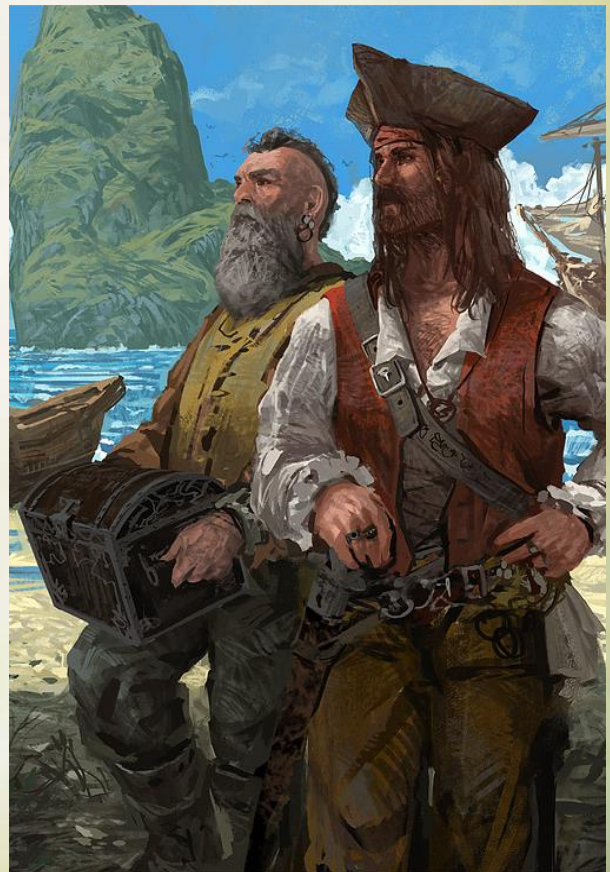
LUCCIANO SOPRANIA, THE OUTCAST PIRATE PRINCE

Lucciano Soprانيا marks an interesting spot in the chronicles of Sartosa – not that there would be any, at least not written down. Still, Soprانيا is known by every single man, woman and child on Sartosa, for he achieved an exceptional feat in the history of the Pirate Princes. Like every other pirate prince, his position was envied by the pirate lords who didn't make it, and thus his life was in constant danger from being ended by a knife in the back or an "accident" during a raid. Adding to this precarious situation, Soprانيا was not a great ruler either. His plans were carelessly drafted and his interest in somehow controlling the pirates on and off Sartosa was more or less non-existent. However, unlike any other pirate prince before or after him, Lucciano did not die in battle, nor was he killed during a mutiny. He even managed to survive the first couple of assassination attempts directed against him.

After realizing how dire his situation was, he abdicated in the most piratic way possible – through lies, pledges, bribery, begging (and according to some, weeping), he managed to get his crew and his ship out of the port of Sartosa unharmed, taking with him every valuable from the Pirate Fortress he could carry. Accidentally, he told his crew that he was now somehow officially outlawed and that neither he nor his crew were allowed to set foot again on Sartosa after the island had disappeared on the horizon. Miraculously, he survived the following couple of minutes as well as the following night, and he even managed to maintain control over the ship and set course towards the steamy jungles of Lustria. There he planned to search the jungle for the legendary Lizardmen temple cities and to make life as bearable as possible – with tons of gold.

He somehow managed to talk the crew into his plans, and after a couple of weeks the shores of Lustria were spotted by the look-out. Soprانيا immediately started to make plans for the encampments, the defences against eventual intruders and trying to figure out where they were, so he could plan the distance and route to the nearest temple-city. Lucciano had, of course, no map or exact coordinates of any location in Lustria, but the crew did not need to know that. As long as he could keep up the facade and keep the crew busy, he was on the safe side.

Again, pure luck was on Soprانيا's side. He and his crew stumbled upon a Lizardmen patrol, which was busy with transferring minor artefacts and various other tools from one temple to another. The surprise was big on both sides. Luckily the pirates recovered before the cold-blooded Lizardmen did and were able to overwhelm the patrol and steal their cargo. After the return to their base, the pirates had grown greedy and almost immediately set off into the jungle again to get more of the precious artefacts. They eventually found the temple the Lizardmen were departing from and waited until the shadows of the night, when the reptile men would be slower than normal. Although the following fighting was fiercer than planned, the pirates plundered parts of the temple and got away with their loot with only a few casualties. Lucciano then undertook a very risky business the very same night.





He first declared the pirate's base as their future home and named it Port Reaver. He then sent his ship to Sartosa, manned by his first mate and just enough men to sail it safely there. This bold move could cost Soprania men, supplies and his only ship. But he was ready to take the risks in order to spread the word about the rich pickings and to attract more men to Port Reaver.

Luckily for Lucciano Soprania, his plan worked and his ship did not only return with additional men and supplies, but his men also told him that there were more to come. Soprania desperately needed these reinforcements, because the next day after the successful raid, the Lizardmen had started their retaliation. After weeks of fighting for their survival, Lucciano and his men were now barely able to hold them off. It remains a miracle, how the outcast Pirate Prince managed to maintain the morale and prevent the men from turning against him. However, with the newly arrived pirates, Port Reaver was fortified and the Lizardmen tide kept at bay and eventually driven back. Ruling over his old crew, the newly arrived as well as the ones yet to come, did not turn out to be more than the usual trouble when trying to keep some kind of regime over pirates. In time, Lucciano managed to turn Port Reaver into a well-known port, attracting more and more pirates, pillagers, looters and other unwanted elements of human societies.

THREE TIMES CADAVO

Nothing attracts pirates more than a good brawl, a bottle of rum and gold, and the more, the better. And vast amounts of gold can be found in two places in the Warhammer world: in the huge tomb cities of the Undead from Nehekara and in hidden beneath the thick foliage of the primeval jungles of Lustria. So there is nothing to wonder about that pirates are drawn

to these places in equal measures. Some of them return with unimaginable fortunes and lead a long, although uncertain life, whereas other vanishes without a trace. Among the more successful ones can be found El Cadavo.

El Cadavo was a Tilean mercenary captain, adventurer, and a part time pirate. He was a strong-willed, eloquent man, with the ability to persuade everybody of his cause. Thus his attraction on mercenaries from all the corners of the Old World was legendary and his armies swelled with warriors of all nations and races. His name was equally feared, both in the Old World as well as on the shores of Lustria and the Southlands. El Cadavo was responsible for the destruction of the wine yards and apple orchards of Rodrigo Delmonte, his rampaging army leading to the creation of the Alcatani Fellowship. He also lead expeditions through the Greenskin infested Badlands and even to the borders of Nehekara. What El Cadavo is known for among the pirates of Sartosa however, are his raids and expeditions to the Southlands and Lustria. He would set sail from one of Tilea's sea ports and lead his men into the unknown depths of the mystical jungles. His arrogance was once so big that he believed he could trick the Lizardmen with simple, cheap glass beads. When they refused his "gifts", El Cadavo threatened them with his cannons. His men were not so steadfast though, and the Slann Lord Xtinki managed to scare them off by correctly predicting a solar eclipse.

His biggest, and last accomplishment, was the foundation of the port Porto Cadavo in 1944. Also known as just Cadavo, the city was a magnet for mercenaries, pirates, outcast and other unruly folk. It did not take long and El Cadavo's raids into the Lizardmen realm had soon awoken the anger of the Slann mage-priests. Their wrath descended upon him,

and as an answer to his looting and pillaging of their cities they destroyed Porto Cadavo three times, by summoning magic earthquakes, rip tides and hurricanes. However, the sturdy pirates rebuilt the town every time, until the revered Lord Mazdamundi intervened and levelled the entire port with a gigantic earthquake. Bold sailors claimed to have felt the tremors as far as the coast of Bretonnia. After this setback, El Cadavo simply returned and plundered another Lizardmen city. His army was cornered at the Obsidian Columns and slaughtered in a brutal battle, with only El Cadavo surviving. After days in the jungle, with no sleep and feeding only on berries and roots, he stumbled out on the shore with what riches he was still able to carry, where his fleet awaited. The pursuing Slann eventually sunk the Tilean fleet on the open sea, with the help of a summoned hurricane. Yet again, Cadavo managed to survive, clinging to a raft made of debris from his ship. He floated around helplessly for several days before he was finally picked up by a fishing vessel and eventually made it back to Sartosa, a broken man whose tale was as inspiring as it was frightening.

BLACK BARNABUS' LAST ORDER

Little is known of the early years of the infamous Captain Black Barnabus. It is generally assumed that he was born and raised on Sartosa, earning a living as one of the many fishermen and later signing in on a pirate vessel. There he served his captain and crew the best he could, slowly rising through the ranks. He finally became First Mate, without the usual backstabbing which happens when a pirate reaches such a prestigious position. By then, he was unrivalled in swordplay and his aim was true and steady. The crew



also respected him and he was known as a harsh, but fair man. It was on the day when he became captain that his reputation started to change. After a fight against a Bretonnian war galley, Barnabus' captain captured the ship and handed it over to his first mate, as recognition to his loyal services over the years. Additionally, Barnabus got promoted to captain of the captured ship. His first act as a captain was to express his gratitude towards his former captain by bombarding his ship to splinters. He accepted every survivor who pledged allegiance to him into his crew and threw the others back into the sea.



The continued raiding of the Tilean Sea added to his now sinister reputation. Dozens of ships of every nation and size became his prey and Barnabus acted every time the same – after a victory the captured ship was looted, the size of his crew increased with newcomers, and the rest executed. He never made the same mistake as his old captain. Any other ship of his fleet was commanded by loyal boatswains and Captain Barnabus regularly ensured their loyalty. To further enhance his reputation, Barnabus started to cultivate his appearance: he could always be seen with multiple knives, blades and pistols. His hallmark however was his huge black beard, into which he braided burning fuses before each battle. This savage performance added to his dreaded reputation and soon the ships surrendered without a cannon being fired. However, Barnabus was not quite as brutal as his appearance might have indicated, and he oftentimes avoided bigger ships, so he could capture smaller ones with practically no effort. It was this habit which would eventually lead to his doom.

When Captain Barnabus was laying siege to the port of Luccini, he made the fatal mistake of demanding just a ridiculous low amount of payment in order to not bombard the city. Some say that he was severely drunk at that time and thus he actually had no idea of what he was doing. The prince of Luccini however realised his chance to get rid of this nuisance on the Tilean seas once and for all. He paid Barnabus, faking terror and ordered at the same time two of his most trusted captains to set up a trap between Luccini and the island of Sartosa. Two small merchant ships were outfitted for that job, getting rid of the few cannons they had. They were also manned with additional mariners, hiding below the deck. The prince and the captains hoped that Black Barnabus would fall for their trap, and he stumbled right into it.



Seeing both ships having no cannons, Barnabus ordered his small fleet to directly board them. This was the sign the captains of the two merchant ships had waited for. Stomping loudly on the deck, they summoned the hidden mariners into the fight. The pirates were completely taken by surprise and suffered heavy losses. Barnabus suffered several injuries from pistol bullets as well as sword lashes and he barely managed to retreat to his own vessel. With his dying breath and being a devout follower of Stromfels, he ordered his crew to attach cannon balls to his body and to wrap him up into his ship's sail, in order to sink him to the bottom of the sea. He had to shoot a man for the rest to obey his last order and the pirates then did as they were asked. After they did so, they threw their captain into the sea. Strangely, Black Barnabus did not sink immediately. The wrapped up body kept floating, filling the pirates with new vigour, as they took that as a sign of Stromfels not yet wanted them to surrender. They continued their fighting with renewed strength but it was for no good. The Tileans eventually defeated the pirates and captured any survivors. Those survivors told afterwards that they witnessed the body of Barnabus float around his ship seven times before finally sinking.

HENRI MORGAINÉ, THE SCOURGE OF ESTALIA

Henri Morgainé was born as the son of simple Bretonnian farmers in L'Angullie. Being born a peasant, there was really no chance for Morgainé to become more than a simple farmer. Henri was not particularly interested in the noble chivalrous society which dominated the life of the Bretonnian upper class, and he wasn't content with the hard field work either. He had always felt longing for the sea and could often

be found in the village tavern, listening to some sea shanties and old sailor stories. One night he decided to leave his home and lead a life on the open sea and make himself a name. He left his parents without regrets, any words farewell or hints where he might have gone. His travels first lead him to the port of L'Angullie. There he lived a couple of weeks on the docks, earning a coin and sympathy here and there for helping out, until one day a captain approached him, with the offer to work as a deck hand on his ship.

This captain, Jacques Fleur became like a second father to Henri. Although Henri had worked a bit at the docks, he had no idea about proper work on a ship, but the captain turned out to be a patient one. He taught Morgainé everything he knew, starting from how to swab the deck, how to move in the ship's rigging and much more. Henri was even instructed in swordplay and gun fighting, and he soon excelled his peers on the ship. Little did he know that he had actually enlisted on a pirate vessel. During the following raids, Henri found his bravery and although he disliked killing other men, he soon was renowned as the most merciless killer on the ship.

One night, in a Sartosan port, a great brawl broke out between Henri's crew and that of an Estalian pirate named Alonso Pinto. Amidst all the chaos and mayhem a pistol shot suddenly rang out clearly through the noise. The fighting immediately stopped, for it was against the Pirate Code to use fire weapons in a brawl. Pinto's crew had vanished – and Captain Jacques Fleur was lying on the wooden planks with a severe wound on his forehead. With his last breaths, he revealed to Morgainé that Alonso had burned his home and had killed his wife out of jealousy and desperation. With a fire ravaging through his blood, Morgainé swore to revenge his captain.



With Captain Jacques passing and burial at sea, Henri Morgainé declared himself captain. He did this with such a resolve and ire burning in his eyes that nobody dared to protest. He assembled his crew and set sail for the Estalian coast, planning to search every tavern in every port until he would have revenged his captain. After some tavern brawls as result of the very mention of Alonso's name, he guessed that he was on the right trail. So Captain Morgainé changed his tactics; he would anchor at day and infiltrate the coastal towns and villages at night, laying waste to them when he was unable to find any hints concerning his rival. Henri would always split up his force, with one part attacking from land while the other would attack from the sea, and soon he and his crew became experts at this kind of raiding. By interrogating any survivors, Henri was eventually able to find out Alonso's current hiding place – the town of Torrossa.

Knowing that Torrossa was a heavily guarded Estalian fort-town, Henrí had specifically developed a new way of recruiting men for his fleet – instead of sending out the word and allowing willing pirates to come to him, he sailed to the places where the most daring sea dogs could be found. After the arrival, he dressed in red silk and wore fancy rings and jewels, in order to appear extremely successful. Thus he attracted more and more swashbucklers and gunners and he was able to gain around six hundred additional cutlasses to his cause. Combined with his already standing crew, Henrí had almost a thousand men. This prepared, Henrí split up his force as usual. One half, under the command of his first mate, was to approach Torrossa on the land. Meanwhile, Captaine Morgaine instructed to load the cannons, especially his two Hell-Hammers, with as much powder as possible.

The following battle was devastating. Although the night watch of Torrossa had spotted the oncoming pirates in front of their gates, they paid no heed to the ships anchoring in their harbour. The fully loaded cannons not only smashed the harbour defences to pieces, the Hell-Hammer's cannonballs even tore a path of destruction through the whole city, punching holes in the wall of the other side of Torrossa, where Morgaine's first mate and his detachment were waiting.

While they charged into city, Henrí ordered part of his crew to land, while the rest was to give suppressive fire.

Alonso had amassed a large amount of pirates too, and so the ensuing battle turned into a merciless slaughter, with both sides applying every trick available. Henrí was fighting through the masses to get to Alonso, whom all the while was desperately warding off Morgaine's pirates. Finally, Henrí and Alonso met in battle, and was fought with such intensity that pirates from both captains stopped around them to watch. Bretonnian swordplay met Estalian Diestro techniques. But where Alonso was fighting for nothing but his life, Henrí put all his fury into every strike and thrust. Alonso's sword broke during some point and before he was able to pull out his dagger, Henrí felled him without hesitation. Pinto's pirates started to flee after witnessing the death of their captain, but Morgaine did not care. In a battle rage unknown to him, he cut through everything and everyone near him. Even his men had to step out of his way. He then set fire to the city and upon the return to his ships, he ordered his crew to fire until there was no building standing anymore and nothing moving within the city. He bombarded the city for two days, only to then sail off and never to return.



DREADFLEET

For two bleak decades the Undead reavers of Count Noctilus had plagued the oceans of the world. After each raid, the Dreadfleet disappeared into its lair as quickly and silently as it appeared, far from the reach of Man.

The hunt for Count Noctilus began when the island nation of cutthroats and corsairs known as Sartosa was raided by the Undead raiders of the Dreadfleet. The superstitious pirates of Sartosa had long believed in the Galleon's Graveyard, a mythical realm infested with the unliving. The Graveyard's malevolence was the source of a peculiar curse upon the seas of the world. Rumour had it that when a ship sank beneath the waves, its wreck would disappear completely overnight.

True enough, whenever the greedy and the brave went scavenging after a battle there would be no sign of ship nor sailor to mark a fallen ship's passage. Some swore this was due to underwater currents, others that it was the work of ravenous sea monsters. Yet rumours persisted that there was a terrible force at work in the ocean – a force that claimed those who died at sea for its own, and brought the drowned back to life as

something less than human. When the Dreadfleet loomed out of the mists to attack Sartosa itself, the rumourmongers were irrefutably proved right. The curse of the Galleon's Graveyard had come to them.

A DARK HOMECOMING

In the small hours of that same night, Captain Jaego Roth of the Nightwatch was returning to his ancestral home in Sartosa. To his puzzlement and alarm, the sea air was choked with acrid smoke. As the Nightwatch neared the docks, Captain Roth's joy at his homecoming faded and withered away altogether. Rusting Harbour, the dockyard district where Roth's dwelling-vessel was berthed, was all but reduced to cinders. The isle of a thousand masts was in flames.

Captain Roth's men soon bullied the truth out of a soot-streaked refugee who was fleeing the conflagration in a rowing boat. Sartosa – thought by its denizens to be a realm so notorious only a fool would dare attack it – had been pillaged by a titanic war-hulk made from the broken remains of other galleons, a ghost ship that was impervious to harm, and a vast black machine forged in the likeness of a deep-sea kraken. The legends were true – Count Noctilus of the Dreadfleet still lived.

Hoping to save his family, Roth plunged into the water, swam to the burning dock of Rusting Harbour, and sprinted heedlessly into the fires of the dwelling-vessel he called home. He was too late. His wife and child had been taken by the flames. Roth's elderly father, the Mapwright, also lay dead, his body curled around several strange artefacts as if to protect them from the conflagration. Teeth gritted and beard aflame, Captain Roth grabbed the artefacts; an eldritch moondial that plotted the phases of Morrslieb, a great sea turtle shell with a sea-chart pinned to its inside, and an enchanted Arabyan spyglass.

Roth carried what remained of his family's bodies to the harbour's edge. Silhouetted by fire, he buried the mortal remains of his loved ones in a deep pit on the shore. Though Roth's expression was as cold and still as the rag-doll corpses of his family, his mind was aflame. Then and there, he swore a solemn oath upon the souls of his family: Vampire or not, Count Noctilus would pay with his life.

WAR ON THE REIK

Though the smouldering fires of Sartosa's harbour were eventually put out, Captain Roth's anger seemed to get fiercer with every passing day. Determined and ruthless, Roth called in every favour and spent every last crown of his ill-gotten fortune upon assembling the most die-hard crew that money could buy. He knew well that it would take more than a single crew to take down the Dreadfleet; Roth needed an army behind him if he was to stand a chance against Noctilus.





Before the week was out, Captain Roth had set off in search of aid from the Empire. The greedy officials and arrogant nobles of the port cities were far more interested in their own affairs, and battle-scarred pirates ranting about undeath proved unwelcome in polite company.

Roth reasoned that even if the courts of the Empire would not lend aid, the witch-hunting Cult of Sigmar would provide the means of Noctilus' destruction. Every pirate had heard tell that the burning power of divine energy could sear and destroy the Undead; after all, the god-king Sigmar had defeated the Great Necromancer Nagash himself shortly after the founding of the Empire.

Sailing around the coast of Bretonnia, the Nightwatch passed through Marienburg in the guise of a merchant vessel and made its way toward Altdorf. It moored within the dockyards of the majestic Reik river, nestled amongst the splendid galleons moored in every spare berth. Even the largest of them was dwarfed by the Grand Theogonist's capitial warship, the Heldenhammer.

In the glimmering candlelight of the Reikstemple, a vengeful Roth made his demands for aid to the Grand Theogonist himself. His talk of vampiric warships and mechanical sea monsters was met with a sad shake of the head. Though the Cult of Sigmar did indeed have the means to destroy the Undead, the Empire was at war, and the weapons of the holy were needed elsewhere.

Enraged beyond measure, Roth stormed out of the Reikstemple and back to the harbour. That night the Heldenhammer set sail, but it had Captain Roth at the helm, and Sartosa's finest instead of Sigmarites manned its massive cannon batteries.

Word swiftly reached the Grand Theogonist of Roth's theft, and the Sigmarite fleet set sail after the Heldenhammer with deadly intent. But Roth's first mate, Salt Pietr, and a small crew of veteran sailors

were still aboard the Nightwatch, and they silently cast off from the dock after the Sigmarites like a wolf stalking a herd of sheep.

Up ahead, the Sigmarites fired chasing cannons upon the Heldenhammer with little real effect. In response, the Nightwatch turned hard-a-port just as the Heldenhammer heaved hard-a-starboard, bracketing the Sigmarites fleet fore and aft.

At Roth's roared command, hundreds of cannonballs raked the Sigmarite vessels. Caught in the crossfire, the Heldenhammer's pursuers stood little chance and were smashed to pieces. The Nightwatch took an impressive toll before eventually succumbing to superior numbers, whilst the Heldenhammer escaped intact.

NEHEKHARAN GOLD

Though Roth's latest acquisition was one of the mightiest warships ever to be built, it was still a single vessel. Roth needed a fleet, and the quickest way to enlist one was with gold. Before long Roth had set a course for the arid and bone-strewn lands of the south. There he sought out the ruined city of Zandri, guardian of Nehekhara's haunted coast. Roth led three hundred of his most hard-bitten mariners through the desert to the sandy reaches of ruined Zandri, where he intended to relieve the catacombs of the golden treasures that were rumoured to be scattered all about.

In the shadow of colossal pyramids that drank in sunlight and towering skull-faced Necrosphinxes, Roth's men fought their way into the great tombs. Ranks of armoured skeletons and giant jackal-headed statues came to life at their approach, and Roth's men were slowly, irresistibly pushed back. They barely made it a half-mile into the ancient city before they were forced to retreat back into the desert. Only eighty mariners returned to their warship alive, but for all the peril of the tomb-cities, each mariner escaped with a king's ransom in gold and priceless artefacts stashed about his person. Little did Roth know that by raiding Zandri he had made an enemy who would spend all eternity hunting him to the ends of the world.

Evading the Undead fleet that pursued Roth, the Heldenhammer set a course due westwards. Less than a week later Captain Roth met up with his mercantile contacts on the pirate coast of Araby, where the flamboyant wizard known as the Golden Magus was recruited to the cause. Roth bought the allegiance of the southern sorcerer and his massive pleasure-warhsip Flaming Scimitar with sixteen treasure chests brimming with gold; not even the self-proclaimed Sultan of the High Seas could resist that much wealth. Aranessa Saltspite, the merciless Pirate Queen of the Swordfysh, was the second to join Roth's quest – though it took a week of Roth's precious time and a chest full of fist-sized sapphires to secure the wench's famously dubious loyalty.

THE HUNT BEGINS

And so the year wound onward. Captain Roth gathered information as well as manpower, for only a fool would seek to do battle with a Vampire Count without first learning the secret of how to destroy it. Delving into the gambling dens and rum-warrens of Sartosa, Roth searched for surviving members of his father's old crew. The Mapwright had never been the same after his last voyage, and had often talked in garbled sea-chants of an Undead hell which Roth now believed was Noctilus' lair. The strange map left to Roth looked very much like it depicted an evil otherworld of rotting wrecks.

Roth's stolen gold opened many doors. Everything from solid facts to the superstitious ravings of salt-mad drunkards made its way to the Heldenhammer's crew. A recurring theme was that the Galleon's Graveyard was the home of a brotherhood of ghosts; evil spirits that were vomited into reality by a churning maelstrom

of skulls and, when their bloody work was done, sucked back down into the otherworld once more. It seemed to many of Roth's crew that the grog-sodden pirates of Sartosa would say anything for a gold doubloon. Yet as the captain pored over the sea-chart that had been his father's last gift, there it was, amongst the confusion – a strange and unnatural maelstrom, ringed by shipwrecks, corpse-faced cliffs and sulphurous volcanic reefs.

The stories that surrounded the Dreadfleet's rampage around the coasts of the world grew ever more elaborate. Some claimed that a Nehekharan war galley of unprecedented size was now fighting alongside the Bloody Reaver, others than an Undead leviathan with its guts infested by ratmen had joined Count Noctilus' strange fleet. One detail that all the latest rumours agreed upon was that each time the Dreadfleet had struck since its attack upon Sartosa, it had sailed out from a thick bank of fog upon the stroke of midnight and then disappeared without a trace. This particular story became maddeningly familiar to Captain Roth and his allies as the hunt began in earnest. The Dreadfleet was attacking the port-cities of the Empire without warning and vanishing like morning mist, no matter how closely they were pursued. All that was left to mark their passage was a bobbing trail of barnacle-encrusted skulls that petered out in a loose spiral before disappearing altogether.

In learning where the Dreadfleet had recently struck, Captain Roth was able to lie in wait at the most likely target for the Dreadfleet's next raid. He berthed his warships amongst the galleons of Luccini, the sprawling Tilean cityport from which his mother had hailed, and waited.





After weeks of galling inactivity, Roth's ambush tactics finally paid off. A violent electrical storm ravaged the coast of Luccini and, soon after, the Dreadfleet's sails appeared on the horizon. Roth and his allies intercepted Count Noctilus at Brimstone Sound, and a raging sea battle took place under the stony gaze of the sentinel-houses studding the cliffs. Over nine hundred veteran seamen died in Roth's attempt to bring the Dreadfleet to bay, blasted apart by the Bloody Reaver's cannon batteries, crushed by the Black Kraken's tentacles, or cut to ribbons by the ghostly crew of the Shadewraith. The mighty Tilean fleet joined the fight and attempted to cut off the Dreadfleet's escape, but it was all for nothing. The Dreadfleet melted back into the fog once more, leaving nothing but a loose spiral of skulls to mark its passage.

DESPERATE MEASURES

The baleful truth was becoming impossible to deny. There was no stopping Count Noctilus on the open ocean, for whenever the Dreadfleet was brought to bay it would escape back to its strange otherworld. The fight would have to be taken to Noctilus.

With the Golden Magus' help, Roth learned to use the exotic moondial and enchanted spyglass left by his father and painstakingly deciphered the strange instructions scrawled on the sea chart. The pirate lords theorized that if they could but be under the constellation of stars at the stroke of midnight upon thrice-cursed Geheimnisnacht, Roth could sail straight through the thinned veil that separated the Dreadfleet from the material realm, hunt down the Bloody Reaver, and slay Noctilus in his own lair.

Though he found no support from the nations of Man, Roth was to find an unusual ally on his journey back to Sartosa. A gouting plume of smoke drew the Heldenhammer towards the site of a sea battle, where the shattered remnants of a Dwarf ironclad were slowly sinking into the depths. Mangled beyond recognition,

the Dwarf craft looked to have been crushed like a platemail breastplate in a Giant's hand. Clinging to the wreckage of the ironclad were dozens of bedraggled Dwarfs. Roth ordered his warship to drop anchor and rescue the stranded Dwarfs, reasoning that just as Dwarfs never forget a grudge, they would always repay a debt.

Roth's supposition proved quite right. The commander of the Dwarf survivors, Red Brokk Gunnarsson, was furious beyond measure – his experimental ironclad, Grungi's Forge, had been crushed beyond recovery by the tentacles of a submersible he called the Black Kraken. Roth revealed that the Black Kraken was amongst those warships that his fleet was pursuing, and told the Dwarf of his own quest. When the Dwarf engineer and the pirate lord learned that they shared the same taste for revenge, a wary respect was born. Gunnarsson made a deal with Roth, sealed with spit and strong spirits – if Roth returned Red Brokk to his home port of Barak Varr, Gunnarsson would then go to war alongside him, lending the revolutionary Grudgebreaker-class battleship Grimnir's Thunder to the cause.

INTO THE DARKNESS

As Roth provisioned his fleet at Barak Varr, Geheimnisnacht drew ever nearer. According to the moondial's strange cog-plates, the time of reckoning was soon at hand. Roth had the means and the manpower to send Count Noctilus to a watery grave. So it was on the night before Geheimnisnacht, the Heldenhammer, escorted by Flaming Scimitar, the Swordfysh, and Grimnir's Thunder, set sail for the cursed seas.

The hunters sailed towards the Dread Gulf, the area of the great ocean which Roth had ascertained corresponded with the Galleon's graveyard. Sure enough, as midnight of Geheimnisnacht struck, a great unnatural storm blew in. Fell laughter could be heard in

the skies. The tempest that followed was fierce beyond measure. Great squalls of bone and chattering skulls hammered the decks and tore the sails. It was not long before Roth's warfleet was separated, all cohesion lost in the desperate struggle to survive before they disappeared altogether.

When the storm passed and the waters finally stilled, the Heldenhammer was alone. Swallowed and then spat out by the electrical storm, it was isolated in a labyrinth of wrecks, unnatural rock formations and strange, half-seen ghostlights. The fabled Galleon's Graveyard had been found.

THE MAELSTROM

Though Roth eventually managed to meet up and unite his Grand Alliance again after many battles against the Dreadfleet, the swirling vortex of skulls at the heart of the Galleon's Graveyard had them in its grasp. The Dreadfleet mustered to intercept them one final time, risking its own destruction in order to stop the intruders disrupting the source of their power.

The Grand Alliance's proximity to the heart of the Galleon's Graveyard had forced Count Noctilus to engage the Heldenhammer in open battle. The Vampire feared the Grand Alliance intended to somehow disrupt the Maelstrom and becalm it forever. Why else would they have come this far?

Though Roth was consumed with the need for vengeance, the Golden Magus and Prince Yrellian had convinced him they had a chance to end the curse upon the oceans of the world. The Magus had a plan, if not the courage to enact it; he believed that a contrary magical force released into the vortex could unravel it, just as the slightest touch upon a spinning top would finally bring it to a halt. The Magus gifted Roth three rune-sealed Grand Urns, each so large it took ten men

to carry it. Inside were the most powerful of spirits, ethereal kings that the Magus had bound to halt the Maelstrom.

So it was that the Grand Alliance allowed the raging currents to take them further in. They skirted the edge of the Maelstrom, ready for one final apocalyptic crash. One by one, Roth's allied warships were overrun by Undead or else shattered by cannon fire, but they had bought the captain time.

Through the battle stormed the Heldenhammer at full sail. Though it was all but crippled in the ensuing boarding action, the Heldenhammer engaged the Bloody Reaver and smashed it apart with repeated blows from its figurehead, Sigmar's Wrath. Seconds later the critically damaged Heldenhammer spiralled into the vortex, unable to stop its descent. Roth's last act was to push the Grand Urns overboard, breaking each open upon the jagged rocks at the Maelstrom's heart.

With a great shriek, the spirit-kings were released. The seas were ripped apart with raw magic as the Queen of the Salt-Devils fought back in the furiously churning tide, the Great Sultan of Efreets turned the living waters to steam, and the Lord of Tempests dissipated the steam with his mighty breath. The Maelstrom diminished, little by little, before fading away altogether. The deed was done; the seas were calm once more. But of the Dreadfleet, and of the Heldenhammer, there was no sign.

Months later, wild-eyed men whispered of the Galleon's Graveyard across the ports of the world. For some unaccountable reason, the Dreadfleet's raids had stopped. The curse seemed to have been lifted, too. From that year onwards, whenever a ship sank at sea, its wreckage would remain in testament to its last battle.

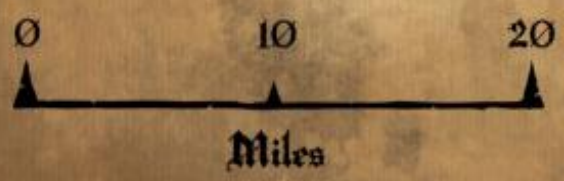


TIMELINE OF SARTOSA

Date	Event	Date	Event
C.200	<i>The city of Sartosa is founded by Captain Black-Wyrd who captures the city from the High Elves, becoming Sartosa's first king.</i>	1980	<i>Treaty of Mabarek ends the Pirate War.</i>
451	<i>Sartosa is besieged then captured by a combined force of Dark Elves and Undead. Most of the population is slain or brought into slavery.</i>	2142-2145	<i>The infamous captain Black Barnabus raids over a hundred ships in the Tilean sea before finally getting slain in battle. Before his body could be captured, Barnabus' wish to be buried at sea is fulfilled by his crew, who weigh his body down and throw it overboard after wrapping it in his ship's sail.</i>
c.455	<i>Legend has it that Black-Wyrd sinks the fleet of Nagash, turning the waters so foul that even today all maps mark them under the name of the Black Gulf.</i>	c.2300	<i>The Dreadfleet of Count Noctilus begin raiding around the Tilean sea.</i>
1017	<i>Norse raiders establish a stronghold on Sartosa.</i>	2315	<i>The Pirate King Draven is employed to protect merchant ships arriving and leaving Swamp Town from the pirates based in Port Reaver. He uses his power to destroy the fleets of his competitors and then sacks Swamp Town himself.</i>
1186	<i>Battle of Cappo Cinno. The Norsemen of Sartosa are defeated in a great sea battle.</i>	2353	<i>Sartosa is sacked by Magrittan fleet.</i>
1240	<i>Led by Nafel Mug, Arabian corsairs invade the island of Sartosa and establish it as their base.</i>	2382	<i>Upon his capture and trial, the infamous Stierbecher is said to have asked the judge to release as many of his companions as he could walk past after being beheaded. Following the granting of this odd request and the subsequent beheading, Stierbecher's body arise and walk past the entire row of his crew before finally collapsing.</i>
1473-1500	<i>Sartosan fleets under Emir Abd al Wazaq raid over one thousand ships around the Tilean coast.</i>	2379	<i>Dark Elf Corsairs are shipwrecked close to Sartosa. They steal several ships to escape and with the aid of local sellswords attack the cities of Luccini and Remas. They are betrayed by the mercenaries and enslaved by the pirate captains whose ships they had taken.</i>
1501	<i>Mercenary army of Prince Luciano Catena of Luccini retakes Sartosa from Emir Abd al Wazaq and his corsairs after a six month bloody siege.</i>	2457	<i>Long Drong Slayer storms the stronghold of the dreaded pirate Capitano Sisicco and captures his ship and treasure stash.</i>
1502	<i>Sartosa is rebuilt by the Tileans and becomes a base for the fleet of Luccini.</i>	2478	<i>Mengil Manhide's fleet from the Black Ark "Citadel of Spite" slaughters the villages near Sartosa.</i>
1681	<i>Night of Restless Dead. Many people die as the dead inexplicable emerge from their watery graves and attack the living.</i>	2497	<i>Carmen Sicilieri become the first Pirate Princess of Sartosa. Her reign is the longest, and cruellest, to date.</i>
1757	<i>Supposedly led by Black-Wyrd, Sartosa revolts against the ruling Prince of Luccini forcing his armies to leave. Sartosa becomes the lair of pirates.</i>	2502-2507	<i>Captain Henri Morgaine raids Estalian ports and ships for several years. The town of Torrossa has to be completely rebuilt after Morgaine and his men are done with it.</i>
1801	<i>The ousted Pirate Prince of Sartosa, Lucciano Sopramia, founds Port Reaver. Despite numerous Lizardmen attacks, it manages to turn into a flourishing trading port, though it is notorious as a den of cutthroats and raiders as well as a haven for adventurers and treasure seekers.</i>	2522	<i>The Dreadfleet of Count Noctilus sets Sartosa's harbour ablaze. He is eventually defeated by Jaego Roth in the Galleon's Graveyard. Roth is never seen again.</i>
1812	<i>First Pirate Prince of Sartosa is elected.</i>		
1936	<i>Arabian piracy on the rise in the Southern Sea.</i>		
1944	<i>El Cadavo founds the port of Cadavo on his third attempt to penetrate the jungles. The town is destroyed under the order of Slann Mage-Priest Mazdamundi three times, each time being rebuilt. A devastating earthquake ensures that the town is finally abandoned. It is rumoured that El Cadavo, having escaped by ship with Lustrian treasures, is lost at sea for many months due to unseasonably deadly weather conditions, until he is finally picked up by a ship and able to return to Sartosa.</i>		
1954	<i>Start of a war between Sartosan and Arabian pirates.</i>		



Fortress of the
Pirate King



Skull Sands

Sartosa



THE ISLAND OF SARTOSA

The Island of Sartosa is a craggy, rocky rise of land formed long ago by a now (mostly) dormant volcano, called Mount Ertinia. This island is constantly buffeted by trade winds that sweep in from the west, creating swift currents prized by the pirates calling the place home. There are few beaches and shoals to the island—the porous limestone walls tower from dozens to hundreds of feet in the air. These walls are riddled with untold numbers of caves, tunnels, and hollows, many of which are accessible from the water, making them favourites for pirates to create their own private bases or operations apart from the city. Only a few of the largest caves relatively close to the city of Sartosa have been explored with any thoroughness. Sailors tell of several caves that have yet to be explored and rumours and tall tales abound of what treasures, monsters, and forbidden things can be found inside.

Thanks to Mount Ertinia, the soil of Sartosa Island is very fertile, but the abundance of rocks and small stones makes farming an arduous process. Most farms are close to the city, with several more scattered about the island; they primarily grow grapes, olives, and wheat. The relatively small size of these farms and the insatiable appetite of the pirates mean that most food must be imported to support the Sartosan inhabitants. Farmers typically fall under the "protection" of one or more Pirate Lords, who take a hefty portion of the crops for themselves, but keep them from falling under the predations of brigands on the prowl to stock their ships' larders.

The waters around Sartosa overflow with seafood of all kinds – fish, squid, oysters, and clams are pulled from the water with little effort. This bounty from the sea is the primary food source for the inhabitants of Sartosa, as few legitimate businessmen sail to the island to do trade. The shallow waters around the city and to the northwest of the island also boast abundant pearl beds. Indeed, its fine-quality pearls are one of Sartosa's main exports. Pearl harvesting, already dangerous, is made doubly so by pirates looking for easy scores. For this reason, most of the pearl divers begrudgingly accept the protection of various pirates and criminal factions to keep their businesses alive – for a healthy portion of their earnings, of course.

MOUNT ERTINIA, THE GODS, AND JACK O' THE SEA

Sartosa was mostly formed from a massive volcano, called Mount Ertinia, which spewed up from the sea floor untold thousands of years ago. A favourite Sartosan tale explains the island was created when a young sailor, cast adrift when his ship was destroyed, called out to all the Gods to save him in exchange for his eternal pledge of loyalty. None of them responded, except for Ranald the Trickster, who obliged him by forcing an island to rise up out of the water in a gout of

fire and molten lava. However, this presumptuous action angered Manann the God of the Seas. In order to placate him, Ranald ordered the sailor to pay homage to both he and Manann, with offerings of gold and plunder. The sailor, seeing no other choice, took up piracy to pay off his burden and became the most notorious pirate of all—Jack O' the Sea. There's no shortage of tales involving Jack O' the Sea and his exploits, and he has come to be seen as an aspect of Ranald himself.

Mount Ertinia is now mostly dormant, though it occasionally releases great plumes of steam and ash that sometimes rain down on the city below. The inhabitants of Sartosa are particularly proud of the volcano that dominates the skyline and see it as a patron of sorts. Sailors approaching the Sartosan shore pour a portion of rum into the sea upon seeing the volcano on the horizon, accompanied with a cry of "*Ertinia, Ho!*"



SARTOSAN LOCATIONS

In Roba, the sister city of Sartosa that sits on the other side of the bay, the citizens take advantage of the many caves in the side of Mount Ertinia. The dwellers add wooden exteriors and 'welcoming' pit fires to the ancient caverns, becoming residences, pubs, and brothels. Rope bridges and rickety scaffolds snake their way up the mountainside, linking cave to cave in a sort of vertical neighbourhood. While some caverns are completely natural, others were artificially carved over a millennia ago, by a lost culture that predate the Remeans by many centuries. The lost race, whoever they were, left behind numerous reminders, including cryptic carvings in the caves, waystones dotting the coastline, and the golden statue of a man in the harbour. Who knows what the original features of the statue might have originally been, but pirates have attributed the monument to Jack of the Sea, the first folklore hero and the 'first pirate'.

At the top of Mount Ertinia sits the Pirate King's Fortress, a heavily entrenched mansion that overlooks the entire Sartosan bay. It is also Roba that many born and raised Sartosans dwell. They resent the recent arrivals to the isle, and consider themselves the 'true blood' pirates. Street gangs will often cross one side of the bay to the other, provoking other gangs into fights and destroying property at will.

Other cities also dot the isle, though none are as prosperous as Sartosa and Roba. To the southwest, over the goblin-infested Osso Hills, are the towns of Ossonmunte and Caprio. Ossonmunte is a dangerous and disreputable place, even by pirate standards. It is full of desperate men and code-breakers, which were wicked enough to be banned from Sartosa city. Caprio is a small town surrounded by farmlands, and an ideal lookout spot, as it overlooks the south-western seas.

Further east along the coast is the city of Senelite. It would be as big and prosperous as Sartosa city, but the harbourmasters charge substantial fees for any ship docking there. Still, when the storms wrack the sea, it is crammed full of boats, as it is the only safe harbour on the entire south side of the island. The harbourmasters also double as the slumlords, and the gap between the rich and the poor increases every day. It's only a matter of time before the tension turns to violence.

On the far southeast edge are the four towns of Beffardo, Ragil, Vermonte and Vercuso. The backcountry of Sartosa, the farms and fishing communities surrounding these towns provide most of the native food for the island markets. There are many honest fishers and pearl divers who scrape a living in these towns, and they are immune to pirate attacks, as they are under the protection of the Pirate Lords. Of course, the protection costs these fishers much of their profit, and they are always at risk from attack from

rival southeast cities. Naturally, with a feudal system like this in operation, it is a home away from home for Bretonnian pirates.

In the middle of the Southern Coast lie the Dwarf Hold, a fortress built into the very cliff face. It is the home of the Slayer Pirates, the death-seeking fanatics who alternate their time between raiding ships and hunting monstrous creatures from the deep. It is also a penal colony for dwarven convicts, who are carried there from the coastal stronghold of Barak Vorn. Next-door is the human city of Caragio, which has close ties to the Dwarven Hold.

The slayer-spirit has rubbed off on the Caragio citizens over the years, and many of its residents are fearless whalers and leviathan hunters of merit. The town is filled with rendering plants for processing the hides, teeth, and blubber of the large monsters killed by the human and slayer hunters. The Caragio taverns have also catered to the tastes of Slayers for so long that their rum is made extra strong, and is infamous throughout the isle.

Finally, just off the south-eastern coast is Dragon Tooth Castle. Formerly a lighthouse designed to lead ships into danger, crashing them and their cargo on the rocks, negligence and disrepair has ensured that it will never light again. It's currently used as a base of operations for various bands of pirates, who inhabit and desert it in turn.



CITY OF SARTOSA

Sartosa is known as the Pirate City for a good reason. Pirate ships of every shape and size lie at anchor within the great harbour, while the city grows rich with the plunder of the sea - gold from the south, silks from Araby, jewels from the New World, and fine wines from Bretonnia. The whole city thrives upon plunder, secure in its natural defences and the fighting reputation of its citizens.

Since Sartosa is the most important thing on this island, most travellers refer to the island and the city by the same name. Given the distance from the rest of the Tilean city-states, Sartosa is free from most of the political posturing that happens on the mainland. Although distance is something of a boon, it, and the city's unsavoury character, makes the city less attractive to any kind of settler outside of the pirates that come to port.

Unlike Brionne (a city which openly welcomes pirates, and turns a blind eye to their dealings), Sartosa is run by pirates. It is administered far more harshly and efficiently than any other city in the Old World. Within the bounds of the harbour, pirate law applies, forbidding theft, and offering frequently terminal punishments for murderers, thieves, swindlers, and traitors. Disputes between captains are settled by the Pirate Prince - the leader of the Pirates, elected annually from and by the Pirate Lords of the city.

The city lies behind solid walls, protected by huge engines of war sheltered within the city and sunk inside heavy bunkers carved into the surrounding cliffs. The sea itself offers the city its most potent defence, for the straight between Sartosa and the mainland is subject to a deadly current, the so-called Pirate's Current, which makes it impossible for any ship to land on the north side of the island. The island can only be approached from the south, via the perilous Skull Sands - an ever-shifting sand bank where careless ships run aground. Only the pirate's pilots can navigate the treacherous sands, and to reveal its secret is an act of treachery punishable in the most heinous manner imaginable. Even pirate ships occasionally fall foul of the Sands, in which case Pirate Law maintains that the ship is salvaged and free for the taking before wind and tide break it up. This leads to vicious fights between rivals and the crew of the wrecked ship who resent their hard-won cargo being snatched from them when they are within sight of home.

The city of Sartosa consists of a rotting patchwork of neglected buildings. The city of Sartosa is a rambling mass of ruins and dwellings with Elf and Dwarf architecture mixed in with that of Tilea and Araby, all patched up in various ways by the inhabitants after the occasional cannonades from passing ships. Many of the pirate taverns are in caves hollowed out of the rock.



There are rumoured to be vast stashes of treasure hidden in various places all over the island. However, it should be noted that maps bought in the streets of Sartosa are unlikely to be reliable!

Over the centuries, the city has been conquered by numerous enemies; the Remeans, the Norse, the Dark Elves, the Estalians, the Tileans, even the Arabyans. Each time, the vast naval armadas drove the pirates off, capturing and fortifying the city. But every navy needs supplies, and rather than fight the naval man-o'-wars head on, the lurking pirates would rob the supply ships carrying food, payroll and ammunition. So each time, it was only a year or two before the conquerors left for home, starving and underpaid. Ironically, the city was often in better condition after the conquerors left than when they came. Because of this, the architecture of the city is an amalgamation of various styles; Estalian adobes supported by aging Remean pillars, or Bretonnian wings added onto Arabyan domed houses. The only thing consistent in all Sartosan buildings is that they are all slowly rotting and covered in speckled chipping paint, brought about by neglect and constant exposure to the briny sea air. The jungle trees of Sartosa provide great fruit and firewood, but poor building material, so the primary sources for repairing and building structures is from driftwood and unseaworthy boats. Carpenters are also valuable members of any ship, so it is hard to find an unemployed carpenter on the island of any skill or sobriety.

Despite being a city, Sartosa actually has a small native population, only swelling to numbers in keeping with other cities when pirates stop for a month or so to spend their filthy lucre. It is a patchwork city, cobbled together from many different cultures and races over countless centuries. The houses that line the streets are a riot of different styles, colours, and shapes, from fine stucco villas with red riled roofs to shanties cobbled together from driftwood and old sailcloth. In the oldest portion of the city, some buildings are ancient beyond compare, built from solid stone and seemingly designed by no human mind. No one knows who crafted these strange buildings or what their original purpose was.

The people of Sartosa are just as varied and mixed as the architecture. Tileans rub elbows with Norseman mercenaries and people of the Empire haggle and fight with Bretonnians. Even more exotic people with odd skin colours and bizarre accents from faraway lands walk the streets as well.

THE ROCK OF JACK O' THE SEAS

A strange site awaits the ships that enter into Pirates Bay, Sartosa's port. A rough-hewn statue of Jack O' the Seas sits on top of a tiny outcropping of rock in the middle of the bay, looking out towards the horizon to the north. The 20-foot-tall statue is of a man holding a large bag. No one is certain who created the statue and it's been there for as long as anyone can remember. The craftsmanship is crude and the features are difficult to discern up close. In addition, strange markings are

carved on the front and back of the statue—no one has been able to determine what they mean. The statue is beloved by the pirates and inhabitants of the city and sailors are known to take a skiff to the rock and leave offerings at the base before embarking on a voyage.

Every few years, tales go about the taverns that the statue is more than it seems—a treasure is buried underneath, the strange writing is a map, or the statue comes to life on certain days. Because of this, some misguided fools sometimes head out to the rock and try to dig underneath the statue to reveal anything that might be there. So far, they haven't had any luck and anyone caught do so is usually beaten or worse, as the general populace considers the statue their city's mascot and protector.

THE CLIFF

Sartosa is a vertical city, built along the shore of a cliff wall that rises nearly a hundred feet into the air. In order to reach the top of the cliff, the citizens of Sartosa have built a bewildering maze of bridges and scaffolding directly into the rock. Several houses cling to the side of the Cliff on this mass of planks, poles, and timbers. Some Sartosans carve out their homes directly from the porous limestone of the cliff itself. Most of these residences are squalid hellholes, but a few, typically the oldest, are opulent and well-appointed.

The traffic on these scaffolds is thick during the day and potentially dangerous as drovers drive cows and horses up the narrow planks. The constant wind that blows from the sea sometimes whips up into a fierce gale, making travel even more hazardous. Despite these dangers, the people of Sartosa accept their plight and laugh at newcomers that must climb the dizzying height on the rickety planks. Over the centuries, a series of ropes, nets, and other safety measures have been added to the walkways. Once a person makes his way to the top of the Cliff, the rest of Sartosa sprawls out among the low, rocky hills. The city is much less crowded on top of the Cliff and the finer houses, villas, and mansions of the Pirate Lords can be found here.

THE DOCKS

Sartosa is riddled with numerous docks and ports which pirate ships, merchant vessels, and fishing boats call home. The docks are a constant buzz of activity all year round, day and night, as crews come and go, stevedores load supplies, and fishermen prepare for the next day of work or unload the bounty from the previous day. Though some docks are better than others, none are particularly safe for the unprepared or naive. Only a fool would wander the docks without at least a knife and most people openly display their weapons to dissuade any trouble.

The docks are divided into several clusters, each with its own unique flavour, requirements, and owners. Ship captains who dock at Sartosa for the first time run the risk of landing at the "wrong" dock, subjecting themselves to unfair inspections, harassment, and steep

docking fees from the chugs controlling that particular pier. Ownership of these docks is in constant flux and captains who are used to dealing with one brand of scum may find a new minder when they return the next time.

REGINA BACINI

Located on the far northern reach of the city, the Regina Bacini are the finest docks that Sartosa has to offer—which isn't saying all that much. The largest ships owned by the wealthiest pirate lords dock here, and several have their own private berths. The piers are in much better repair than most of those found throughout Sartosa, Only complete fools would attempt to try any trouble at these docks, as the crews of the most successful pirate ships wander these docks at all times of the day.

THE BLACKFISH DOCKS

Long ago, the piers of the Blackfish Docks were devastated by a freak tidal wave. During the reconstruction, there was great confusion and bickering about how they were to be rebuilt, resulting in a confusing, twisting mass of docks and buildings. These docks are used by the "middle class" of Sartosa – average pirate captains, fishing businesses, and the like. Many of the Blackfish's businesses are located directly on the piers, meaning a sailor doesn't even have to leave to get all the services he requires.

The Blackfish Docks have several inns, taverns, food shops, and houses of ill repute lining their cramped piers. These business teeter on tall pilings rising several

stories into the air. Ropes are slung from building to building and numerous flags and banners wave in the wind. It's considered good luck to drape the flag or banner of a looted ship on these ropes—some banners are ancient beyond compare. The Blackfish Docks are famous for the hawkers that line the streets, selling all manner of baubles from all over the Old World. Most of these items are worthless, although there are times when a seller has something of true value. Buyers should beware, however, as thugs often target those who flaunt their wealth, robbing them and returning the item they purchased to the hawker.

PEG STREET

The busiest place in Sartosa city is Peg Street, a bustling avenue filled with stolen goods and shops from night till noon. It is a wandering, meandering avenue that follows the contours of the cliff race defining the lower portion of the city's edge. Peg Street is lined with ramshackle houses, tanners, fishmongers, weaponsmiths, and dozens of taverns and inns. Food vendors line the streets, hawking meals of a questionable nature, and jugglers and entertainers try to eke out a living whilst avoiding the blows from drunken pirates that may not care for their act. Rare Tilean oil paintings may be purchased for a song, and large silver coins are traded for penny ale. Often rare and expensive spices, brought all the way from Ind by poorly guarded merchant ships, are so plentiful on Peg Street that a ship's cook can buy a satchel full for two pieces of eight. Some pirates, upon capturing a spice ship in the Black Gulf, rather prefer to dump the bulky spices into the sea to make room in the hold.









WOLVES OF THE SEA

These are your scurvy seadogs. High sea reavers. Freebooters. Hard-bitten, windswept and weather-tanned. Just the right kind of people to beat seven kinds of tar out of prissy pants Imperials, weasely goblins, hoity-toity Tilean types and, well, other pirates that look at them funny.

Ship upon ship of bloodthirsty pirates and buccaneers sail the sea, plundering ships and killing those who stand in their way. Supported by dozens of cannons that roar like thunder, and all manner of creatures from the deep, the Pirates of Sartosa is the scourge of the open seas around Tilea.

Where else but in a pirate crew are the most psychotic, bloodthirsty, and least sociable crewmen given the best weapons and turned loose with little supervision?

In this section you section you will find details for all the different troops, heroes, monsters, and war machines used by a Pirate fleet. It provides the background, imagery, characteristics profiles, and rules necessary to use all the elements of the army, from Core Units to Special Characters.

ARMY SPECIAL RULES

This section of the book describes all the different units used in a Sartosan army, along with any rules necessary to use them in your games of Warhammer. Where a model has a special rule that is explained in the *Warhammer* rulebook, only the name of that rule is given. If a model has a special rule that is unique to it, that rule is detailed alongside its description. However, there are a number of commonly recurring 'army special rules' that apply to several Sartosan units, and these are detailed here.

NAVAL BOMBARDMENT

Pirates love the smell of gunpowder, the noise of fired canons and enjoy nothing more than watching a big ball of iron smashing into the side of an enemy ship. When they raid coastal towns and settlements, it is customary that the fleet offshore delivers a broadside onto the battlefield in support to the pirate raiding party.

Once per game, you may fire D3 Cannon shots in the shooting phase from the edge of your deployment zone for every full 1000 points of models in your army. Each shot is fired from a separate point no more than 12" apart from each other, and from a height of 5". These use all the normal rules for firing Cannons, with the following exceptions: after choosing a target and rolling the first Artillery Dice, the Cannon ball will scatter D6". Resolve the shot as normal afterwards. If a Misfire is rolled, count the result as a "May not Shoot".

DIRTY FIGHTING

A term much looked down upon by more honourable warriors, "dirty fighting" is a very welcome tool in a pirate's arsenal. This is usually done in the form of throwing sand in the opponent's eyes, distracting them with taunts, or sending their parrots or monkeys to claw and poke at them. The Pirates of Sartosa excel in this, using whatever tricks available at their disposal to wrest an advantage over their foes.

When it is their turn to attack, a unit with this special rule may attempt to blind or distract the enemy. Roll a D6; on a 4+ the distraction is successful. The enemy unit will then suffer -1 to their Weapon Skill for the remainder of the turn. Roll the rest of your attacks as normal afterwards.

SEA SHANTY SINGERS

Some pirates are renowned throughout the seas as the greatest singers aboard a ship, able to raise the spirits of any crew with his stirring renditions of 'The Sloop Johan Bee', 'What do you do with a Drunken Halfling?', and other famous pirate ditties.

For the purposes of the rules, a Sea Shanty Singer follows the rules for a musician.

SEA LEGS

Even in the strongest seas, the pirates have learned to keep their footing and balance. This comes in handy on land too, allowing them to stand firm even in rougher terrain.

All models with this special rule may re-roll failed Dangerous Terrain tests.

BLUNDERBUSS

A blunderbuss is a primitive blackpowder weapon, which fires a hail of lead balls, rusty bolts, bent nails, and other assorted scrap metal. It is a powerful, if erratic, weapon and takes such a long time to load that most warriors discard it after the first shot.

Range:	Strength:	Special Rules:
12"	3	Multiple Shots (D3), Armour Piercing (1), Quick to Fire

Blunderbusses do not suffer any penalties To Hit for firing Multiple Shots or for firing at a charging enemy.



PIRATE CAPTAINS

Pirate Captains roam the oceans of the Old World seeking profit and adventure over the next horizon. These bloodthirsty pirates attack other ships for plunder and leave no survivors. On a sea-going vessel a Captain's word is law. Sailors, however, are a fractious lot; a Pirate Captain must be clever, strong-willed and a bit ruthless to stay in command.

The seas of the Old World are lawless places, and a man (or sometimes, woman) is free to carve their own destiny – usually on the bodies of their foes. The most important thing, though, is running the ship. A ship does not run itself. A captain must know every detail of the ship, and be able to do any job any of his crew can do – and do it better. He must also quickly judge who can step in to replace a fallen crewman – and who cannot. He is judge of more than that: he must keep order on his ship, establishing and enforcing the rules, often brutally with lash or blade as needed. Yet, no matter how firm he is, he must also be fair; his crew will endure his rules so long as he delivers on his promises and is not random or arbitrary.

Life at sea is regimented. Watches are kept and logs must be updated. Sloppiness can lead to failure, a rope left to fray can snap in battle, a logbook which is incomplete can lead to the ship foundering, lost and alone. The captain's day is spent barking orders, but also constantly evaluating the situation and solving problems before they arise. The promise of profit or plunder can keep a crew in line, but the captain must eventually deliver, and it must be clear to the crew that his vision, knowledge and discipline are what got them to that point.



Only the roughest toughest sea dog can rise to become captain of his own ship. A good Captain has to be bold and decisive in combat, and a forceful personality to hold together his unruly followers. Though often elected by the Crew, he must command their respect and fear, and more importantly ensure their continued loyalty with plenty of gold!

The most famous, or is that infamous, of the pirate forces are the Pirate Lords. These men and women are the most skilled, adventurous and strong willed warriors who lead raids all over the world. Pirate Lords often start their careers as deck hands and through time advance in rank by fighting skill or extreme luck (usually both!) to their current position. This means that for a person to reach this position they must be both a skilled warrior and bold leader of men.

Commanding a flotilla of bloodthirsty marauders, Pirate Lords are the true lords of the sea. Many Sea Captains envy their position, so Admirals must be quick-witted and charismatic to see off attacks; after all, once at sea, almost anything can happen, and only the survivors can tell the tale. Because of this, many Pirate Lords are paranoid individuals who are jealous of their power, and most are quick to end any imagined mutiny with their loyal crew.

Pirate Captains are expert leaders of men, roguish and often loved and hated by their subordinates. They are young leaders trying to prove their worth to other captains on the sea. Most lead their men with camaraderie but some lead by force of will. It's a hard life for them and their men but if they survive riches and glory will come their way.

	M	WS	BS	S	T	W	I	A	Ld
Pirate Lord	4	6	5	4	4	3	6	4	9
Pirate Captain	4	5	5	4	4	2	5	3	8

TROOP TYPE: Infantry (Character).

SPECIAL RULES: Dirty Fighting, Sea Legs.

Booming Voice: *The Captain has spent many a battle bellowing orders to his crew, yelling above the roar of the cannons and the screams of the enemy.*

Friendly units may use the Captain's Leadership if they are within 6". If they are the Army General, their Inspiring Presence rule is increased by 6" instead.

"For Manann, for King Death and for the Sea Herself!"

– The famous war cry of Bonnie Berto Redsheet, legendary pirate of ages past

PIRATE SORCERERS

Pirates rarely put up with sorcerers or priests, thinking these individuals are eccentric at best, and – more likely – utterly insane at worst. To most pirates, temples are for plundering and monasteries for burning. There are, of course, exceptions to every rule. In desperate situations, captains have been forced to call upon the need of magicians... in those situations, the only possible way to find one is to sail to the mainland of Tilea.

Here, all sorts of miscreants can easily be found, and it usually doesn't take much in terms of convincing in order to get one of the many renegade wizards – usually outcasts from the Imperial Colleges or Hedge Wizards of the country sides – to join up with the pirate crew, for the promise of booty and adventure is one that nearly everyone in Tilea seek. And what better way to experience it than as part of a pirate crew?

Those wizards who join up with the Sartosans inevitably become known as Pirate Sorcerers, a rather fitting name considering they usually tend to take up the trappings and style of life of the rest of the crew. A far cry from the normal wizard with his long robes and books, the Pirate Sorcerer instead wields a cutlass in one hand and a bottle of rum in the other!



For the vast majority of ships, the Pirate Sorcerer provides magical support in skirmishes, sending sheets of flame at enemy vessels or targeting burly, hostile sailors with blasts of arcane might from the rear of a boarding party. Most pirates give their Sorcerers a wide berth, knowing their destructive power, and thus sorcerers sometimes find themselves ostracized from the rest of their crewmates, misunderstood by their less gifted and more superstitious compatriots. In battle, however, pirates do all they can to protect their magic wielding allies from harm, knowing that their powers can mean the difference between victory and swinging from a gibbet.

The majority of Pirate Sorcerers are considered officers, but they rarely assume traditional positions of authority such as a captain's first mate. Instead, they are considered advisers as well as weapons, and powers such as the ability to locate treasure or change the direction of the winds are highly prized among sea-faring magic wielders. Uncommon at best on anything other than the largest of military ships, a Pirate Sorcerer is a master of naval warfare and spells that control wind and wave.

While the bloodlines of Pirates are often connected in some way with life at sea, any gifted arcane casters who can hurl destruction are welcomed aboard most ships. As long as they stay as far away from the rest of the crew, that is.

	M	WS	BS	S	T	W	I	A	Ld
Sorcerer Lord	4	3	3	3	4	3	3	1	8
Pirate Sorcerer	4	3	3	3	3	2	3	1	7

TROOP TYPE: Infantry (Character).

SPECIAL RULES: Sea Legs.

MAGIC: A Pirate Sorcerer is a Wizard who uses spells from the Lore of Fire, Lore of Metal, Lore of the Heavens, Lore of Death, Lore of Shadows or Lore of the Deep.

"We will go out there and take the fight to them. We will break through in force and we will escape their feeble attempt to restrain us. I will not live to see the day where pirates meekly wait for their fate to be handed to them rather than take it into their own hands. So come on, up and at them! For freedom and booty!"

- Carlo Paletta, Pirate Captain

PIRATE CREW

Pirates plague the old world, in particular the south coast that covers Estalia, Tilea and the Border Princes. Pirates not only must crew the ship, but each man must also act as part of its fighting component. Life on a pirate vessel is often dull, with many ships holding three times the needed crew.

Motley pirates mustered together from disreputable coastal taverns and wharves, barely kept in check by grizzled mates, and hungry for spoils, they put their swords and pistols to the service of any master offering a big enough share of the take. What they lack in training and manners they make up for with frightening bluster and enthusiastic avarice. Hailing from diverse backgrounds, many have nothing in common aside from a shared love of fighting for the chance at plunder.

Men like these haunt coastal ports from Bilbao to the Southlands and congregate in those places where people would rather smuggle and fight than trade and negotiate. A number of scurvy ports have traditionally sheltered such men, especially on Sartosa. Pirates often begin as brigands, cutthroats, and men seeking escape from gambling debts or criminal obligations. Some were even simple sailors or fishermen waylaid by press gangs who awakened to find themselves amid strangers at sea. Convincing such unruly, angry, and disrespectful men to act in concert requires stern oversight.

Loyalty is a rare commodity among pirates, as each man looks out only for himself, but the desire for self-preservation and wealth can inspire them to fight together with surprising ferocity. Some pirates have "Manann's luck," as the saying goes, and survive the most calamitous misfortunes with nothing more than a few scratches or bruises. Preferring to overwhelm their enemies with sheer numbers, massed pirates with their blood up rush forward screaming creative curses. Such unsubtle tactics are surprisingly effective, and enemies have learned to fear the sight of a gang of unwashed pirates firing guns and brandishing axes or cutlasses with wild abandon.

The freedom of a life at sea appeals to many men and women, despite the generally harsh discipline aboard ship. Even those initially impressed against their will can be swept up in sailing traditions and soon forget about their pasts. Though every pirate must endure a tedious period as a lowly swabbie, some make their mark and become respected mates. These veteran salts form an invaluable link in the tenuous chain of command that keeps every pirate ship functioning.

Sailors who exhibit ambition and courage can earn the sweet rewards of ample spoils. A well-run vessel can plunder a king's ransom in a relatively short time, earning its crew a bounty far exceeding what they

might see toiling in fields, hauling fishing nets, or engaging in other "honest" labour. These tremendous rewards often vanish in nights of wild excess in taverns and gambling halls in any number of port towns. Just as these men work and fight hard aboard ship, they earn the right to play hard when given a few days' leave. A small number will take the chance to flee, but the ship's press gangs stand ready to make up for any wilful attrition.

The backbone to the ship, the crew is drawn together by the lure of the sea as well as the lure of plunder! As sailors, crewmen are experts in seamanship and ship operations. As pirates, they also quickly become proficient in swordplay and in using a variety of weapons especially pistols. It is said a good pirate crewman needs to know how to read the skies, weather, and winds, but most importantly the moods of his Captain!

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

TROOP TYPE: Infantry.

SPECIAL RULES: Dirty Fighting, Sea Legs.



MASTERS AND IDLERS

While it may seem that the common pirate is the only careers that will be of use aboard ship, nothing could be further from the truth. Any large ship is a complex entity, akin to a floating village with many different roles needed for it to operate. Those who command the ship, the officers have lives of privilege aboard the vessel, with access to private cabins, an officer's mess and, on a pirate ship, an additional share of booty. Masters manage the running of a ship. They are often also officers but need not be. Masters often have aides in their roles known as mates; one should be careful not to confuse these with the officers of the same name.

Masters and Idlers are upgrades for certain units, and should always be placed in the front rank if possible. They follow the rules for normal Command Group models, and may not be attacked separately. After the Champion, a Master or Idler is always the last model to be removed from a unit. You may have one Master and Idler of each sort for every Pirate Captain or Pirate Lord in your army.

THE BOSUN

Boatswains (or Bosuns as they are often called) are responsible aboard the vessel for the upkeep of the rigging, the hundreds of lines and cables throughout the ship which keep the sails operating properly. They are experts at moving throughout the ship's maze of ropes, swinging from one yardarm to another to ensure the overall soundness of the rigging. Although a true officer, he is of common birth and does not eat in the officers' mess on naval ships. His common birth also makes him responsible for conducting floggings on ships of all stripes, as this is not a job for a gentleman.

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

TROOP TYPE: Infantry.

SPECIAL RULES: Dirty Fighting, Sea Legs.

Bosun: A unit with a Bosun roll 3D6 for Leadership tests, except Break tests, and discard the highest dice.

THE LOOK-OUT

One or two riggers, preferably with strong eyesight, will act as the lookout for each watch. Stationed in the crow's nest, a barrel lashed to the top of the highest mast, they monitor the horizon for land or sail. His job is to watch the seas and to report every important event taking place as far as he can see: changing of weather, hostile ships or some to plunder and the appearance of some mighty sea creature.

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

TROOP TYPE: Infantry.

SPECIAL RULES: Dirty Fighting, Sea Legs.

Look-out: A character within 6" of a unit with a Look-Out may re-roll failed "Look out, Sir!" tests, and characters in the unit may use the rule even if they are below 5 models.

THE MASTER GUNNER

Master Gunners are in charge of not only training the cannon crew, but also of keeping the all the guns maintained and rationing the ship's store of powder. Stories of Master Gunners range from stuff that they are born from a cannon to that the breath blasting powder rather than air. A master gunner assisting a pirate warband or cannon crew during battle is a welcome support, for only he knows how much black powder should be used or what to do when your pistol doesn't work – assumed he hears you.

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

TROOP TYPE: Infantry.

SPECIAL RULES: Dirty Fighting, Sea Legs.

Master Gunner: A unit with a Master Gunner joined can re-roll 1's when rolling To Hit with handguns and pistols. If he is part of a War Machine crew, that war machine may re-roll one Artillery Dice per game.

THE NAVIGATOR

Navigators have the critically important task of getting a ship where it is supposed to go. Old World Navigators typically use charts to set their course, though they are often also capable of navigating by sun and stars. Navigators know the secrets of wind and tide, which makes them seem somewhat mystical to their sailor brethren and they are often regarded as a breed apart. Navigators are, by necessity, cartographers, charting the course of their voyages so that they may retrace them or that others may follow their route.

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

TROOP TYPE: Infantry.

SPECIAL RULES: Dirty Fighting, Sea Legs.

Navigator: A unit with a Navigator may re-deploy itself up to 12" after all other units have been positioned, but before Scouts placed on the table.

DECK GUNNERS

Gunners tend the artillery and ammunition of the ship. Their keen knowledge of blackpowder weapons is essential to prevent the potential disaster of a cannon bursting, overheating, or recoiling out of control. In battle, Gunners oversee the banks of cannon, and on land they tend to be armed with the best pistols and other blackpowder weapons from the ship's stores.

Any pirate worth his salt can handle an old pistol, but sea dogs prize accurate rifles for their ability to lay down fire at nearly twice the distance. Shots from atop a crow's nest or prow can pick off enemy officers and defenders before boarding. Some riflemen boast at being crack shots, but in truth most have little training. Like other sea dogs they rely on delivering a concentrated barrage from as many guns as possible.

Pirate and privateer captains know the deadly potential of rifle fire during engagements, but such guns are scarce aboard lean ships. Given the short life expectancy of most sea dogs, it falls to individual privateers to buy and maintain rifles, which frequently change hands as a rifleman's nearest friend "inherits" the rifle in the heat of battle. Only cutthroat sea dogs survive for long, and such men enthusiastically embrace these opportunistic windfalls as an expected part of life at sea.

Though each rifleman owns and maintains his weapon, quartermasters are notoriously frugal about supplying powder from the ship's stores. Most of the powder is reserved to ignite the ship's valuable cannons and can't be wasted on shots taken willy-nilly at passing sea birds or sharks. Crewmen caught firing haphazardly



can expect a thorough keel-hauling. As long as a talented rifleman stays in the good graces of his officers, however, he might receive a bonus share of the loot as well as extra rum for each kill.

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

TROOP TYPE: Infantry .

SPECIAL RULES: Dirty Fighting, Sea Legs.

SWIVEL GUNNERS

Pirate Gunners sometimes construct and carry into battle a smaller and lighter version of the real swivel cannons normally attached to pivoting mounts on the ship's railing or sides. Though smaller than regular cannons, swivel guns are larger than normal handguns, so big that they must be held up with the support of wooden support. They are cumbersome, and prone to failure due to imperfect castings or poorly mixed blackpowder, but most gunners agree that they make up for it in sheer power.

Some hefty pirates 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.

Swivel Gunners are known to be amongst the bravest of pirates, given their close proximity to blackpowder weapons, but even among themselves they stand in awe of any Gunner who takes a Swivel Gun into battle. Usually they stand in awe quite far away from him – even they can't be sure when one might blow!

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

TROOP TYPE: Infantry.

SPECIAL RULES: Sea Legs, Skirmishers.

Swivel Gun: Swivel Guns have the following profile:

Range:	Strength:	Special Rules:
36"	6	Move or Fire, Armour Piercing (1)

Unreliable: Whenever a Swivel Gunner rolls a 1 to Hit when shooting, something has gone wrong with the firing mechanism. Roll another D6: On a 1, the Swivel Gunner suffers a Strength 4 hit.

BUCCANEERS

A buccaneer is a pirate who specialises in raiding ships and port towns. Buccaneers are flashy, debonair pirates who enjoy the excitement and rewards of piracy and they always try to deliver a good show. They are the pirate archetype, the first one to board an enemy ship with a knife in their mouth and a cutlass in their hand. Usually the first to engage enemy ships in combat, they swing from the ropes and riggings to lead the assault. Eager to be the first ones to shed blood, they swing over the gap between two ships using ropes and the bravest and crazed buccaneers will simply try to literally close the gap by jumping from one ship to the other. Some get killed during these insane actions, especially if the ships are still firing or moving but most of them will make it to the enemy deck and start with what they can do best while the rest of the crew delivers suppressive fire or prepares planks for the less skilled to come on board.

The buccaneers are survivors of many adventures and their fighting on ships and inns have made them skilled swordsmen. They have earned plenty of gold during their adventures that they spent is on their main weapon of choice, the curved steel beauty called the cutlass. These short, single bladed swords are the mainstay weapon of any pirate crew, and in the hands of a trained seaman they are superb weapons for close quarters fighting. Apart from that, they carry around a healthy amount of throwing knives which are used as a distraction to deliver the killing blow. Some buccaneers have perfected their way of fighting to a point where they can board an enemy ship with a cutlass in each hand and a knife between their teeth only to spit that at their foes if they get close enough.



Their fighting style has no room for armour as it would hamper their movements too much. Instead, they rely on their reflexes and their tricks to get into and survive close combat. Besides, armour isn't of much help should one be tossed off board or get into contact with water one way or the other.

Buccaneers focus on shipboard combat, relying on their agility over strength of arms. They specialise in traditional pirate weapons such as the cutlass and often use throwing knives. Captains value Buccaneers because of the skill they exhibit in defending the ship and in boarding actions. They are also popular in privateer crews – and among slave traders, for they prefer to keep their enemies alive so they can spread tales about them. Thus they are welcome on ships whose captains prefer to avoid the punishments that murder would bring or who lack the heart to strike down civilians in cold blood.

Superb fighters, they dance around their opponents, looking for an opportunity to strike. Sometimes the buccaneers are already done with the work before the rest of the crew arrive, but their performance is rarely taken as offence against the other crew member for most of them prefer to watch their fighting style as they dance around and dodge blows – some buccaneers are even said to be able to dodge bullets at point blank range.

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

TROOP TYPE: Infantry.

SPECIAL RULES: Dirty Fighting, Sea Legs, Skirmishers.

Swashbucklers: *The pirates cut a dashing figure in combat, mixing dazzling swordplay and acrobatic feats with charm and witty comments.*

Buccaneers have the Dodge (6+) special rule in close combat.

THE GALLEON'S GRAVEYARD
Pirates have long been superstitious folk, believing in tales that the more rational folk would find incredulous. Amongst their superstitions is the tale of the Galleon's Graveyard, a mythical realm infested with the unliving and the source of a curse upon the seas of the world, a curse that when a ship sank its wreck would vanish completely overnight. Some dismissed such occurrences as being the work of sea monsters or savage currents, but the rumours persisted that it was the work of more malevolent forces...

HARPOONERS

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 Harpooner, actively seek them out! With the bravery of a slayer and the keen aim of an elf bowman, 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 Harpooner, you know he's either very lucky or very good at what he does. Either way, he's a good ally to have!

Harpooning is a primitive operation on Sartosa, thanks to the extreme dangers surrounding the endeavour. Typically, Harpooners attempt to kill any leviathans in the area with cannon volleys or harpoon launchers, not caring whether or not the animal's body is destroyed. Then they use thrown harpoons to harvest the less dangerous beasts.

When these brave hunters accompany the raids of Sartosa, they do so with their harpoons shouldered and seek out beasts and monsters during a battle. Skilled and hardened by countless encounters on the seas with



creatures tenth the size of a giant, the harpooners have a steady aim and know where to hit with their weapon of choice. The rest of the lot is always quite happy that these warriors take on the biggest threat in an enemy army.

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

TROOP TYPE: Infantry.

SPECIAL RULES: Dirty Fighting, Sea Legs, Skirmishers.

Harpoon Launcher: *Harpoon launchers are large crossbows that fire a barbed bolt to which coils of rope are attached. Used on the seas to drag and pull large sea creatures to the boat, this weapon can be used on land to hamper enemy monsters.*

A harpoon launcher has the following profile:

Range:	Strength:	Special Rules:
36"	5	Move or Fire, Multiple Wounds (D3)

THE LEGEND OF BLACK-WYRD

This accursed captain has sailed these seas since the time of Sigmar, ever forbidden to enter the court of King Death. No-one knows how it is he came to anger the Lord of the Sea of Lost Souls, but all know that to spy his ship, the Flying Marienburger, is to most likely to gaze upon your own impending death.

Legends claim that Black-Wyrd sank the fleet of Nagash in the time of Myrmidia, turning the waters so foul that even today all maps mark them under the name of the Black Gulf. Some shanties even claim that he called the comet down upon the city of Mordheim, then sailed up the Stir and looted it. As far as many pirates are concerned it was Black-Wyrd who liberated Sartosa from the High Elves at the dawn of the Classical Age and again in 1757 from the Tileans who had set up a fortress there. Even today a chair on the Sartosan Pirate Lord council is set aside for the First Pirate King, although he is yet to claim it.

While naval lords laugh at these ludicrous claims, troubling reports still come in from sea-farers from the Sea of Claws to the Gromril Coast. It is said that ships, be they merchantman, pirate or privateer, have been pursued and sunk by a ship sporting the Flying Marienburger's colours. The few survivors report that it could move without a gust of air or even against the prevailing wind and it was able to sail beneath the waves at will. House de Roelf has offered a reward of 882 pieces of Lustrian Gold to whoever can sink him; but so far, no pirate hunter has engaged him and lived to tell the tale.

SWABBIES

The lure of the sea often calls many young men to leave their boring lives behind and take up the exciting life of a pirate. Some are the youngest sons of nobles who know they will never inherit, or whose families have fallen to disgrace or poverty. Others are simple farm boys yearning for the open sea and adventure. All though, show some glimmer of talent which the Captain decides is enough to allow them to serve as Swabbies, where they can learn not only the basics of seamanship but also the more important lessons of how to run a pirate ship. Assuming the live through the years of training, they will go on to become feared Captains of their own!

Not all members of a pirate crew are there entirely voluntarily. Some have been captured from enemy vessels, or rounded up on the docks or harbour fronts when the ship was in need of extra men. Kept under a watchful eye by the Mates, the Swabbies know they had better carry out their duties as assigned, lest they face a keel-hauling or worse! Many have grown accustomed to their lot, but given a chance many will run for it, even into the unknown dangers of the sea ports.



Many ship captains, particularly pirates and privateers, consider pressing sailors into service to be a practical and time-honoured tradition. With willing and skilled recruits sometimes hard to come by, the hardened men and women of press gangs must ensure that their ships have the necessary crew. These individuals delight in "inviting" strangers to their new career at sea by way of a weighty club to the back of the head.



A gang of Swabbies traditionally might frequent seedy dockside bars or taverns to pick up easy drunken targets, but they will also take what they need from the chaos of battle and impress waylaid adversaries on the spot. Only particularly callous and mean-spirited sailors excel at this type of work, and they generally rank among the least popular—albeit warily respected—sea dogs on a given vessel.

Originally most of them thought that being a pirate meant looting and pillaging town and would be a fun and easy way to make money. Soon they learn that they were hired to fill the crew and do jobs that the older pirates do not like doing. Crewmen too unskilled to do real work, Swabbies clean the decks and do all the other menial tasks. Unbeknownst to them, they are considered the cannon fodder of the force, mainly being there to protect the more experienced pirates from harm until they get into position to strike. The rest of the crew barely notice if any Swabbies run away – they know they'll find them later on and give them thirty lashes if they're lucky!

	M	WS	BS	S	T	W	I	A	Ld
Swabbie	4	2	2	3	3	1	3	1	6
Press Ganger	4	3	3	3	3	1	3	2	7

TROOP TYPE: Infantry.

SPECIAL RULES: Expendable.

"Yer a lucky one here, boy... yer own friends left ye fer dead. We coulda have cut yer throat and taken yer gear, or sold ye like a Dreg. So now laddie... Have ye ever been a'thinkin about the pirate business?"

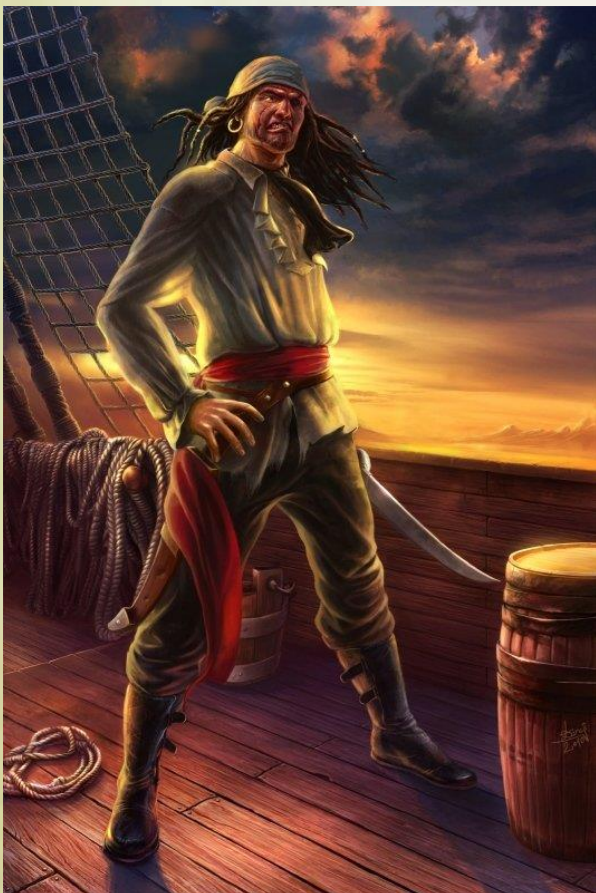
- Pirate Captain Drakken's offer to anonymous enemy

SHIP'S MATES

Mates serve on ships as the second in command, answering directly to the Captain of the vessel. They are responsible for ensuring that the Captain's orders are carried out, which can be a trying task with even the most professional of crews. Mates have to be stern but fair, earning the respect of their crew or they will swiftly find themselves the butt of many practical jokes and far worse if a mutiny should occur. Mates are always experienced sailors, often with several voyages under their belt and there are few ports they haven't drank, fought, or caroused in.

The "true" captain of a vessel in many a sailor's eyes, the mate often has a broader grasp of the ship's operations than a sea captain. To do his job effectively, he needs to have a thorough knowledge of the ship's layout, cargo arrangements, provision stores, weapon stores and crew berths. He is also in charge of doling out the crew's pay after a successful voyage.

The mate is the captain's go-between with the crew, so the mate needs to be well-acquainted with every man onboard the ship. The mate must be able to provide the captain with immediate information concerning the ship at all times. However, he does not hold the same authority as the captain, so is not always in the loop as to the ship's course or the true purpose behind each voyage. However, a proficient mate is as vital to the success of a voyage as sails, rudder and anchor.



Each ship has several Mates to serve under the Captain and ensure his orders are carried out properly. Second only to the captain and responsible for enforcing his will, mates are also often masters. They also keep a careful eye on him as well for any signs of weakness or hoarding from the Crew, as each Mate would love nothing more than to become Captain himself one day. Until that day though they readily obey his commands, oversee the crew and the ship, and stand with their Captain ready to plunder and ravage any ships they find. Each Mate stands bravely next to their captain in battle, hoping to win his favour. Failing that, being the first to witness his demise gives the Mate ample opportunity to seize command of the ship himself.

	M	WS	BS	S	T	W	I	A	Ld
Mate	4	4	4	3	3	1	4	1	8
Deck Master	4	4	4	3	3	1	4	2	8
First Mate	4	4	4	4	4	2	4	2	8

TROOP TYPE: Infantry.

SPECIAL RULES: Dirty Fighting, Sea Legs.

Almost Loyal: As long as a Pirate Captain or Pirate Lord is in the unit, the Mates are Stubborn.

ALDAR MORNINSTONE

Aldar is the mate of the Blade Maiden, a heavily tattooed dwarf; one of the rare breed who has mastered his sea-legs. He was awarded the position of mate by the Captain, Otto Murgrom, after quelling a mutiny several years ago. Since that time, the captain has suffered numerous personal tragedies and business setbacks.

Where he once had a family and a fleet of ships, all he has left is his ship, his friendship with Aldar and an all-consuming love of drink. Over the past four years, Aldar has taken on more and more responsibility and become the captain in all but name on this ship. Now Captain Otto lives aboard ship but spends much of his time in his quarters in a haze of self-pity and wine.

The crew of the Blade Maiden have come to accept Aldar as their de facto leader, and afford him the respect of a dwarf twice his height (partly out of fear of his temper and his vicious uppercut).

While previously a law-abiding dwarf, Aldar enjoys the excitement and slight danger Karin brings to his life. He only hopes he can build up his own personal fortune and make enough money that he might buy the Blade Maiden from Murgrom sooner than later.

POWDER MONKEYS

Some pirates love the smell of gunpowder more than anything. Known as Powder Monkeys, these pirates favour the use of pistols over swords and knives, and goes into battle with as many they can carry. Most pistols are expensive, unreliable, and poorly constructed, but they do hit exceedingly hard and armour offers almost no protection, as their lead bullets can penetrate even the strongest breastplate or shield. For that reason, Powder Monkeys rarely put much thought or care into any one weapon, instead preferring to simply compensate for their weapon's lack quality with packing half a dozen of them on their person.

With very few means to make their own weapons, pirates must instead steal them from plundered ships. Powder Monkeys are often the first into the fray, hoping to get the best pickings of the enemy guns. As one would expect, this tends to lead to rather short life expectancies – and that is if they don't manage to blow themselves up or shoot each other in a drunken brawl first. Considered rather maladjusted even by other pirates, Powder Monkeys are said to mix gunpowder into their food and drink, to give it that "extra spice", and are known to routinely sleep with one or two pistols under their pillow just because they enjoy the smell of a recently fired gun.

During festivities, which in the mind of a pirate should be as often as possible – life is short after all – the Powder Monkeys tend to challenge one another in marksmanship contests, competing who can hit the most bottles while drunk. Or, to make it more interesting, try to not hit the unlucky cabin boy or captive hostage who has to sit with the bottle on his head. These displays tend to be very popular with the crew, if not the captain.

MAXIMILIAN VON SCHÄDEL

The black sheep of his family, Maximilian spend his early years working as a mercenary and pirate around the sea of Claws. When finally caught by the roadwardens and sentenced to hang for crimes – including robbery, piracy, extortion and horse theft – he decided to "volunteer" to serve in the Talabecland Militia as a way to mitigate his sentence. Having risen through the ranks to become a cunning and resourceful captain of the Empire with contacts in all manner of dubious enterprises, he and his men are currently moonlighting as mercenaries for Burgermeister Geltmacher of the port of Marienburg by undertaking several missions around Sartosa.

When boarding an enemy ship, fighting takes place in very close quarters, with pistol shots being fired off right in the face of unlucky gits. Powder Monkeys can unleash volley upon volley of gunshots on their foes, simply discarding their used pistols rather than reloading them. A true menace on the battlefield, the life of a Powder Monkey tends to be hard and short – if not exactly glamorous.



	M	WS	BS	S	T	W	I	A	Ld
Powder Monkey	4	3	3	3	3	1	3	1	7
Gun Nut	4	3	4	3	3	1	3	1	7

TROOP TYPE: Infantry.

SPECIAL RULES: Dirty Fighting, Sea Legs.

Festooned with Pistols: In close combat, all attacks made by Powder Monkeys are resolved at Strength 4 with the Armour Piercing (1) special rule.



GROG LUBBERS

One of the by-products of the sugar plantations of the Sartosa is rum, a clear distilled beverage of fermented sugarcane juice that is aged and coloured a dark shade of brown in barrels of oak. Pirates and other seamen, who have little cash to spend and with jobs requiring at least a modicum of sobriety, drink a beverage known as grog instead. This is a mixture of rum watered down with the ship's supply of stagnant water, occasionally flavoured with nutmeg, stored fruit, cheap wine or simply more sugarcane juice.

All pirate love grog, some of them a little too much. Grog Lubbers are nearly constantly drunk, singing sea chanteys all day on deck, or snoring unconsciously below deck. As annoying as they can be, they are usually rather popular with other crew members who tolerate their rather unhelpful behaviour with the rigging and sailing in favour of their legendary skills of making grog and fanciful stories told in the taverns.

Grog Lubber is no official title in itself. A lot of individuals can have that name: sometimes it's the ship's cook, with a vast storage of booze. Or it might be a ship's quartermaster, who is in charge of the alcoholic bounty so that the crew is prevented from getting drunk while at work. On some more relaxed ships it can even be a member of the crew, who has a favour for alcoholic drinks – well, almost every pirate does but these individuals can compete with a dwarf when it comes to drinking. Whatever the reason for that title is, pirates never say no to a drop of good Tilean wine, Dwarf rum or Norse mead.



Grog Lubbers are usually too drunk to fight with swords or pistols, but they have instead come up a unique way to fight their foes which still allows them to show up to battle raging drunk. By spitting mouthfuls of grog on their enemies and lightning the contents on fire as they do so, they are effectively human flame-throwers, capable on settings their foes ablaze.

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

TROOP TYPE: Infantry.

SPECIAL RULES:

Hard Stuff: Grog Lubbers carries a large selection of different of alcoholic beverages. At the start of their turn, roll a D6 and consult the table below:

D6	Result
1	Too Much to Drink. The Grog Lubbers suffer D3 Wounds with no saves allowed as some of them fall to the ground unconscious. The rest of the unit counts as having failed a Stupidity test.
2	Where has the Rum Gone? The Grog Lubbers are finding themselves unable to find a full bottle, desperately looking through their pockets for another drop. They may not move voluntarily this turn.
3	Pirate Grog. The Grog Lubbers are subject to Stupidity.
4	Norse Mead. The Grog Lubbers are subject to Frenzy.
5	Dwarf Rum. The Grog Lubbers gain +1 to their Toughness.
6	Lustrian Wine. The Grog Lubbers gain +1 to their Strength.

Combustible Breath: Grog Lubbers can spit grog as a Stand and Shoot reaction as soon as their enemies come into base contact with them, and in Close Combat after all normal attacks have been resolved. Each attack with Combustible Breath causes an automatic Strength 3 hit with the Flaming Attacks special rule on all models in base contact.

Grog Grenades: The most feared grog is that brewed by the Slayer Pirates of the Dwarfs. Most Humans have little use for this drink, which the Dwarfs heavily 'water' with gunpowder and iron filings for flavour, apart from perhaps as an impromptu grenade. A grog grenade has the following profile:

Range:	Strength:	Special Rules:
6"	5	Quick to Fire, Armour Piercing (1)

DWARF SEA DOGS

The seas are treacherous and unreliable... two characteristics that Dwarves despise. Therefore, when shipping goods or arranging transport, Dwarf merchants and lords hire only the best and most trustworthy Dwarf sailors available. They swear to protect the cargo or passengers with their lives, and more importantly, with their honour. Over the centuries, countless of voyages have transpired without a hitch, but occasionally the gods will not be so kind, and the sailors will fail in their contract. Shipwreck, storm, attack from pirates or monsters, any number of things can go wrong to damage their precious haul or endanger their sworn guest. It matters not if the event could have been stopped by mortals, any honourable Dwarven crewmember, upon failure, will immediately forswear the normal life of a sailor and take up the oath of the Slayer Pirate.

The Slayer Pirate lives a much more reserved life than any human pirate. As much as Dwarves love gold, it is not for the pursuit of a wealth that the Slayers become pirates. They must regain their honor in death, and only by facing daunting odds. Because of this, Slayer Pirates will take risks that no normal pirate would ever dare, questing after monsters of the deep or steering themselves into firefights between two navies (and then challenging both fleets simultaneously!) Because of this, they are often double as hunters on the high seas, making money from the bones and blubber of slain sea monsters.

As far as pillaging goes, Slayer Pirates do not generally attack innocents (unless the captain has a particular dislike of humans.) They will generally only attack naval ships, or other pirate ships... nothing tastes sweeter than robbing a robber! If a pirate attack caused the Captain to take the Slayer oath in the first place, the Slayer Pirate will hunt down the offender across the seven seas, and no storm or serpent can stand in his way. Wise pirates know to never attack a Dwarf ship out of Barak Vorn, unless they want a Slayer hounding them and their next three generations.

And of course, Slayer Pirates are the masters of all drinking. After spending enough years on Sartosa, Slayer Pirates have developed a sweet tooth for Rum, although they drink it by the barrel and distil it extra strong. A drop of Slayer rum in a barrel of water is strong to make grog for an entire crew of humans, so foolish is the man who challenges a Slayer in a bar!

*"Each one a goner means more
for the rest!"*

– Dwarf Pirate Sea Shanty

Many of the more traditionally minded Dwarfs view travelling at sea as tantamount to suicide, an attitude that draws some members of the Cult of Grimmir to journey upon the ocean waves. These Slayers often work as pirates or as crew on the strange underwater Nautilus ships, which no sane Dwarf would ever contemplate. Fearless fighters of the seas, each having slain one or more savage Sea Trolls that dwell off the Barak Varr coast. They make up the bulk of the crew, and are the finest Dwarf sailors in or around Sartosa.

	M	WS	BS	S	T	W	I	A	Ld
Sea Dog	3	4	3	3	4	1	3	1	10
Sea Rover	3	4	3	3	4	1	3	2	10

TROOP TYPE: Infantry.

SPECIAL RULES: Sea Legs, Unbreakable.

Ancestral Grudge: *Dwarfs hold grudges for a long time, possibly forever. They have never forgiven the fall of the strongholds at the hands of the greenskins and ratmen.*

Dwarfs have the Hatred (Orcs & Goblins, Skaven, Hobgoblins) special rule.

Relentless: Units entirely composed of models with this special rule do not need to pass a Leadership test in order to march, regardless of the proximity of enemy units.



ORC FREEBOOTERZ

A Freebooter is a piratical Ork who exists on the fringe of Orc culture. Freebooterz are greenskin bandits and sell-swords belonging to no specific tribe but who will work with any one as well as stand against any other if the price is right.

Freebooter warbands are composed of an amalgam of Orc mobs from several different warbands or Orcs who have separated themselves from their former tribe by choice or through exile. These roving bands are composed of renegades, bandits, pirates and other outcasts.

Some of these Orcs are fugitives, eccentrics and the remnants of shattered greenskin tribes, so it is hardly surprising that many Freebooterz have very treacherous and unpleasant characters indeed – even by Orc standards. Following the ravages of war or some other disastrous disruption of their lives, some Orcs abandon what is left of their tribe and join one of these roving bands.

Most Freebooter mobs hire themselves out as mercenaries, or else they can be persuaded to join in a battle with promises of loot. Among the Freebooterz are a handful of unstable individuals who are particularly dangerous and aggressive (again, even by Orc standards). These Orcs wander off and tend to form their own small, roving band of pirates and

corsairs. Naturally, they are eager for adventure, combat and booty and are quite happy to tag along with other pirates fleets around Sartosa.

Ork Freebooterz want more of everything: more weapons to grow stronger, more salvage to build ships, and more wealth for prestige among their kind. While many items captured in raids are of little use to the Orcs, such plunder is valued highly by other races that fight and die to protect it. Thus, the value lies in the opportunity for battle, and no Orc shirks from a good fight!

An attack by Orc Freebooterz tends to be brutal and direct, with the Orc ships rushing headlong toward the enemy firing every gun they have before ramming and boarding their victims. Invariably, the ship is crammed with a green tide of Orcs, which ensures that any boarding action is likely to only go one way.

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

TROOP TYPE: Infantry.

SPECIAL RULES: Sea Legs, Strength Bonus (1).



Orc Animosity: Units with this special rule must roll a D6 and consult the chart below at the start of the turn, unless they are already in combat, fleeing, or have less than 5 models.

- 1 Squabble.** An internal squabble amongst the ranks soon grows into a minor riot with fists and curses flying. This throws the unit into disorder and may not move in the Movement phase this turn whilst da Boss cracks heads.
- 2-5 Plan's a good 'un.** The unit retains a degree of order. It may act normally this turn.
- 6 We'll Show 'Em.** Pivot the unit on the spot to face the nearest visible enemy unit, and then make a full (non-march) move in a straight line towards it. If there is no visible enemy, the unit must move straight ahead instead. If it is impossible for the unit to pivot to face the closest enemy, it will pivot towards it as far as it can, and will then move as far forward as it can while still keeping the enemy within its forward arc. After the move is complete the unit must declare a charge in the Charge sub-phase against the closest visible enemy unit, if it is possible to do so. If the unit cannot declare a charge then it may carry on with the rest of its turn normally, as if it had not yet moved this turn.

NORSE REAVERS

The northern regions of the Old World suffer from extremes of climate and geography unlike anywhere else. The dense dark forests, high barren mountains, icy seas and long winter nights conspire to make life here both hard and short. This cruel land known as Norsca is home to the Norse - a race of men that are as fierce, brutal and unforgiving as the landscape itself. This is a harsh realm of snow, where deadly forests of ice and mountains of frost reach skywards to the heavens, marching down to its impregnable coast.

Because little grows upon the rocky soil of the North, the Norse have traditionally turned to the sea for their livelihood. Their Kingships and Longships set out for the shores of Albion, the coasts of the Old World, and even further afield, bringing warriors to pillage and extort what they require. Occasionally they will trade with other races, or hire themselves out as mercenaries in return for goods, but most of the time they will simply fight to get what they want. It is said that the Norse love war, song and ale; but most of all they love war. Old Worlders tell horrifying tales of these berserk warriors from over the Sea of Claws, looting and burning from their dragon-headed vessels, and ravaging the northern coasts of The Empire and Kislev.

The Norse are known as excellent sailors and fearless warriors, given to great voyages and adventures; the most wayward of the Norse raiders have sailed as far as Ulthuan and the Southlands, bringing home tales of strange lands, immeasurable wealth and wild creatures.



The Norsemen's skills make them ideal recruits for any navy; Norse warriors are found fighting for the highest bidder in many sea battles. A Norseman's first love is battle, whether it is as a mercenary, an ally, or as a follower of the Plaguefleets of Chaos.

Longships excel in boarding action and are fairly fast, being able to move under both oars and sail. Each carries many warriors; every man aboard is a bloodthirsty fighter able to turn his hand equally to oar or sword. The Norse scorn the use of cannons aboard ships, keeping them as light as possible for greater manoeuvrability.

Despite their brutish behaviour, the Norse make superb natural sailors rivalling even the High Elves. It was the Norse who were the first humans to discover Lustria and The Southlands. In their ships, explorers sailed from Norsca to Lustria, establishing the first colony, their trading port Skeggi. Norse raiding parties plague the coastline of Lustria attacking many offshore settlements but it is their desire for riches and adventure that has driven them further inland to pillage the ancient temples of the Slann.

All Norse warriors are trained in the art of war at a very young age and become skilled in the use of sword, axe, and shield for theirs is a brutal society where only the strongest survive. The Norsemen have few allegiances apart from to their families and tribal ancestors. Due to their well-founded fearsome reputation they make excellent mercenaries, often taking part of raids with other Sartosan pirates. While most pirates rather avoid them if possible, some Captains see the possibilities these barbarians can bring to the fight - as long as they keep to themselves and their own ships at all times that is!

In battle, Norse Reavers are filled with murderous intent and a complete disregard for their own lives. They may enjoy the killing and raping, but their greatest joy is the bounty of gold and jewels. This is not enough to please their Gods, but it spares the sailors until they no longer prove useful. Beware the red sails, for no quarter will be given.

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

TROOP TYPE: Infantry.

SPECIAL RULES: Sea Legs.

Blood Rage: Whenever a unit of Norse makes a successful charge (including Pursuit and Overrun), the unit is subject to Frenzy in the following first round of close combat.

WOKOU RAIDERS

A pirate is a pirate, no matter where he hails from, even if he's from the far off Cathayan Sea. Those sea dogs are just as much thieves, cutthroats, and bottom feeding scavengers as any Old Worlder... if anything, they seem to do it slightly better, a trait that earns them no small number of jealous glares.

Pirates from the East are typically from every location along the coastline – some are true-bred Cathayans, the richer souls among them having learned calligraphy and the arts of war, while the peasants know fishing and sailing. A large number also come from Nippon, and have maybe learned from the honourable Samurai or the despicable Ninja. Other crewmen are likely to be from other provinces, too; the Hung tribes from the north are filled to the brim with butchers and bandits, giving them the perfect upbringing for a pirate. To the south, there are several sovereign states that have been annexed by the Cathayans. These states are often filled with rebels and political exiles – just the type who wants to disappear for a little while and do some travelling. With a ship full of such different customs, dialects, and tempers, it's traditional for the crew members to fight like cats and dogs amongst themselves, united by only two things: their hatred of Hobgoblins, and the inferiority of westerners.

With growing sea trade between the east and the west, it's not uncommon for a pirate ship to work one trading route to another until they snake all the way to the Old World. Others are intrigued by the stories of western firearms that can fire from a mile away or fire several shots in a row. Lastly, sometimes a pirate crew becomes so infamous that every country and navy in the east is hunting after them. Rather than fight to the death, Cathayan pirates would do what most any pirate would do... run with their tails between their legs! By hook or by crook, they often wound up in the western seas, and it's only a matter of time before they're running the place!

EDUARDO DE BARCARROTA

Captain of the much-feared pirate ship known as the Morsa, Eduardo de Barcarrota is a pirate and privateer that patrols the Southern Seas in search of adventure. He wears a lace shirt, black moleskin breeks and jaunty feathered hat, and is very much the image of the dashing pirate many a maiden wishes would carry her away to sea.

Both an alcoholic and a manic-depressive, his long-suffering crew only put up with him due to the fact that he is a superb combatant, seaman and navigator who has made a name for himself with several acts of daring. He is also a superb Diestro, although to be sober enough to prove this he traditionally first drinks an entire cup of Ind Tea, whitened with a whole egg. His crew are in the main Estalians, mostly attempting to cultivate the same dashing image as their captain.

Wokou Raiders specialise in moving contraband from one area to another while avoiding detection by authorities. Sometimes a Wokou Raider's cargo is illegal goods, such as drugs or slaves. Other times, a smuggler hides legal goods to avoid paying duties or taxes, and some may even use their abilities to help smuggle escaped slaves to freedom. Wokou Raiders may work on a ship that does nothing but smuggle goods from one port to another, or they may freelance, working on ships that require a smuggler's services for a short time. Expert sailors, the job of the Wokou Pirates also includes keeping the ship fully manned... meaning if you need someone drugged, sweet-talked, or kidnapped into joining the crew, the Wokou Raiders are your men!

	M	WS	BS	S	T	W	I	A	Ld
Wokou Raider	4	4	3	3	3	1	4	1	7
Shanghai'er	4	4	3	3	3	1	4	2	7

TROOP TYPE: Infantry.

SPECIAL RULES: Sea Legs, Ambushers.

Oriental Longsword: These swords that are typically used by Cathayan soldiers and Nipponese Ronin. Expertly crafted, they are a deadly weapon in the hands of a skilled swordsman. Oriental longswords have the following profile:

Range:	Strength:	Special Rules:
Combat	As user	Requires Two Hands, Armour Piercing (1), Parry (6+)



DECK CANNONS

Cannons are dangerous, if sometimes unpredictable, weapons whose manufacture is limited to human and Dwarf experts. When they work, cannons can shatter the most determined enemy, slamming roundshot after roundshot into massed formations, levelling his cities and topping huge monsters. However, cannons can go wrong. The black powder charge can fail to ignite, or explode prematurely. Worse, weaknesses in casting methods can leave minute cracks or other deficiencies, which lead to the cannon exploding when fired, or black-powder can fail to ignite or may explode prematurely. Despite the occasional spectacular accident, cannons are extremely potent weapons that have been instrumental in winning many battles on behalf of their users.



Most large guns used on ships are too heavy to bring to fights ashore. Deck Cannons, however, combine portability with a deadly punch, allowing them to be used as mobile artillery. Aboard a ship they offer the advantage of rapid repositioning, unlike the ship's main guns, whose aim relies on the vessel's orientation. Though not as devastating as Imperial Great Cannons, deck guns can decimate enemy troops at close range, either before beginning a boarding action or in defending against one, maximising casualties before melee begins.



Young Deck Cannon crew often start their careers as Powder Monkeys, running powder between the lower and upper decks in the heat of battle. Many swabs prefer duty on Deck Cannon, where they can take shots at the enemy from a distance rather than fighting on the front line. Even so, working with a Deck Cannon is a dangerous occupation. The crew must work in perfect synch to clear the breech, load the cannonballs, stuff powder, and light the fuse. Many a sailor has lost a hand or foot when the gun's forceful recoil sent it rocketing back. Firing these powerful guns ashore is a slightly simpler and less dangerous proposition, as the gunners need not account for a pitching deck.

	M	WS	BS	S	T	W	I	A	Ld
Deck Cannon	-	-	-	-	7	3	-	-	-
Crew	4	3	3	3	3	1	3	1	7

TROOP TYPE: War Machine (Cannon).

UPGRADES:

Instead of firing normally, the Deck Cannon may choose to fire one of the following ammunition types:

Chain Shot: *These lengths of chain and linked metal don't cause as much damage, but can entangle an enemy model and bring him to his knees.*

Chain Shot has a range of 36" and Strength 6. When fired upon an enemy unit, the shot strikes the models in D3 files rather than one.

Heat Shot: *The cannon ball is wrapped in tar and oil, causing it to be set ablaze when the cannon is fired, at the risk of it exploding if unlucky.*

The cannon gains the Flaming Attacks special rule. However, if a misfire is rolled, add -1 to the misfire result.

LORD FERDINAND RACKHAM

The self-stylized Lord Ferdinand Rackham is typical of the Pirate Lords of Sartosa. After nearly thirty years at sea, he retired from the life to live in his opulent villa in the middle of the city. Although he never sets foot on any of his ships, Lord Rackham is still very active in their affairs and is constantly on the lookout for information on easy scores for his three pirate vessels, the Vigilant, the Tritonus, and the Black Mary. Like most of the Pirate Lords, Lord Rackham styles himself a noble, although years at sea have left him coarse and rather crude.

SONS OF STROMFELS

Stromfels is the Shark God, God of the Dangers of the Seas, is the sworn enemy of Manann and his followers. Whereas Manann is at times a capricious and uncaring God, Stromfels is a far more malevolent deity who takes great delight as a predator who takes the lives of those who sail on the sea. Worship of Stromfels is outlawed throughout the Empire and the Wasteland, and is punishable by death. Theologians often debate the nature of Stromfels, some claiming him to be a primeval Norscan God, whilst others see him as an aspect of the Blood God. Other scholars muse—never within earshot of a follower of Manann, of course—that the two Gods are one and the same, that Stromfels is merely an ancient aspect of Manann.

Priests of Manann vociferously disagree. Followers of Stromfels see things differently, however, viewing their God neither as an aspect nor sect, but as Manann viewed as he truly is—Manann the Destroyer, the furious and unbridled wrath of the sea. The Shark god is as much reviled by Manann's cult in Tilea as it is elsewhere. Stromfels is worshipped by the raiders of the Sea of Claws, by wreckers along the coastal and river regions of the Empire, and by pirates throughout the Old World, especially in Sartosa where he is worshipped openly.

While most pirates follow their other gods many find their comfort as followers of Stromfels. It reassures them while at sea that the God of Pirates is also the God of Storms and they feel that praying to the altar of Stromfels before every voyage will make it profitable to the ship and himself. There is usually no acrimony about religions between the pirates because gold always takes priority for them.



The rich seas off the coast of Tilea contain the Great Sharks that are sacred to the worship of Stromfels. The pirates of Sartosa believe in regularly sacrificing to him, attracting sharks to their ships with bloody lures before forcing prisoners to walk the plank whilst the crew chants prayers to their god. They see Stromfels as Manann the Destroyer who can produce huge swamping waves from quiet seas. Many Tileans see Stromfels as the outcast son of Manann, the voracious shark ever hungry, ever hunting.

The greatest of Stromfels' servants is the legendary beast known to pirates as Daagon, sire of all the Megaladon. These beasts are a seldom seen gigantic breed of shark, ruthless and efficient predators over five times larger than any normal species of their kind. Among Stromfels' most fervent worshippers, there are those who possess a gift – the blessing of the Shark God himself – whereby they are able to transform into aspects of the Megaladon; horrible hybrids of man and shark. These muscular creatures have humanoid bodies, but the head of a ravenous shark, complete with jet black eyes and razor like teeth. The process is extremely painful, but it is through this pain the worshipper proves his faith to Stromfels. This dark magic can only sustain them for so long though, until they shrink back into their weak human forms again.

	M	WS	BS	S	T	W	I	A	Ld
Son of Stromfels	6	4	0	5	4	3	3	3	7
Stromfels' Chosen	6	4	0	5	4	3	3	4	7

TROOP TYPE: Monstrous Infantry.

SPECIAL RULES: Aquatic, Killing Blow.

Bloodlust: For every successful Wound caused (after saves) by a Son of Stromfels, it may make an additional attack. These additional attack do not generate any further attacks.

SLIPPERY JACK

Long have the murky waters around Sartosa been terrorised by the creature known as Slippery Jack. The massive, many-tentacled beast is a universal presence in the harbour, and always seems to be watching and waiting when he senses warbands near the water's edge. Rather than risk a watery grave (or worse) Sartosans often leave treasure floating on the surface of the waters, ripe for the picking of those brave or foolish enough to dip their toes in the harbour...

SEA SERPENT RIDERS

From the deeps come the most wretched and foul of sea monsters, the Sea Serpent. Tales of large sea serpents have coloured the accounts of seagoing folk since the first ship sailed beyond sight of land. Yet proof of these large and elusive creatures is remarkably difficult to come by, for not only is the ocean vast and the true sea serpent rare, but these creatures are quite adept at both avoiding capture and destroying ships bent on such a daunting task. Due to the sea serpent's hermitic nature, many sailors take to ascribing the sighting of such a beast to an omen, although whether the sighting portends peril or providence depends as much upon the ship's morale as it does anything else – the sea serpent itself has little interest in prophecy, and only its hunger determines how dangerous its proximity to a curious ship can be.

Although sea serpents are little more than animals, they possess about them an air of mysticism that even old salts and cynics are forced to admit quickens the heart and buoys (or sinks) the spirit. Reports of sea serpent sightings are just as likely to encourage travel as they are to cause panic among seafarers, as explorers and adventurers flock to the site in hopes of sighting such a legendary creature.

They are cowardly scavengers and ambushers, but dangerous enough when cornered. They are often trained by some of the bravest (or craziest) pirates of Sartosa, who ride these beasts into battle. Even though they are sea creatures by nature, they can also move and fight on land. Sea Serpent Riders acts as shock troops in battle, where their ferocious mounts descend on their foe with snapping jaws dripping with poison and use their tails to crush foes beneath them.

	M	WS	BS	S	T	W	I	A	Ld
Sea Serpent Rider	4	4	3	3	3	1	4	1	8
Storm Rider	4	4	3	3	3	1	4	2	8
Sea Serpent	7	3	0	5	4	3	3	3	6

TROOP TYPE: Monstrous Cavalry.

SPECIAL RULES: Aquatic, Natural Armour (6+), Poisoned Attacks (Sea Serpent only).

Tail Whip: Sea Serpents have a whip-like tail that it thrashes forward among its enemies, either lashing them, or simply clubbing them into submission. Sea Serpents get to make a Stomp Attack, except they only inflict 1 Hit.

In the year 1944 of the Imperial Calendar, the adventurer and pirate El Cadavo made his third attempt to penetrate the jungles south of Hexoatl, searching for the so-called Obsidian Column, a massive monument supposedly located some 500 miles into the interior.

After the first two failed attempts, Lord Mazdamundi of Hexoatl had punished El Cadavo by invoking mighty earthquakes to ruin the port named after him. Cadavo's third attempt, however, met with success; proving that the tales of precious stones set within the monolith were true. The raiders loaded their wagons with chests overflowing with riches, but in their greed angered too long. Lord Mazdamundi had foreseen the expedition and dispatched a large force from Hexoatl, which arrived at the Obsidian Column the very morning El Cadavo was planning to leave.

The Lizardmen attacked before El Cadavo could form his army into a defensive line, and though his men fought bravely to defend their treasure, they were slowly ground down by the inexorable might of the Saurus Warriors. His army died to a man in defence of their cursed gold and precious stones, though the pirate lord himself escaped the slaughter and made his way back to the coast, a ruined man - physically, mentally, and most definitely financially.

The bodies of El Cadavo's men hang from the sides of Obsidian Column to this day, the jewels they had attempted to plunder set within dead eye sockets as a dire warning against incurring the wrath of Lord Mazdamundi.



DARK MAIDENS

For every crew that's lost, there's always a young maiden widowed, spending every hours waiting by the sea side, watching for a love that will never return. They know that to wait is useless but to give up hope is not acceptable either. So they spend their time sitting at the beach and watching the sea, hoping that the next wave will carry their beloved ones ashore. Mourning consumes them and they quit their work, untie the bonds that connect them to friends and family and spent their time eternally waiting for their lovers. And as they mourn, they change. Calling out their love's name a million times, and begging to the sea to return their soul mates, some widows tap into something dark and ancient. Dark spirits slip into the cracks of their broken minds. These spirits mingle with their minds and souls and soon actions taken by them aren't fully under their control and some decision might even not be their own.



Eventually, the longing of the widows to see their men again and the presence of the dark spirits within their mind drive them out to the sea. Thus they rise from their place where they have waited for hours, days or years and step into the water. Salty waves engulf them as they walk further out into the blue. Few of them can actually swim and the ones who can soon die out of exhaustion. They all drown, sinking into the deep darkness, surrounded by silent water, which shall be their grave forever. However, instead of finding peace, their spirits can't yet part from this world, not until they've caught a last glimpse of their beloved ones. Driven by this desire, other feelings such as sorrow, hate for the ones who killed their men and the malign spirits within them, the souls leave the bodies while they are still sinking to the sandy bottom and roam the seas in search for their soul mates.

While on their search, the widows' spirits sure see wonders beyond imagination: some may swim through the sunken city of Chupayotl while others catch a glimpse of the titanic creatures living in the very dark and cold deep. All of them will eventually encounter a figurehead of some kind. It might be a Bretonnian warship, with a proud image of the Lady of the Lake, or an Arabyan merchant dhow, depicting an exotic spirit. Or perhaps a High Elf craft, with a beautiful woman at the bow. Whatever reflection it is they see, they feel attracted to them and by transferring their ghostly essence into these figures, they invigorate them. Soon, the newly revived figurehead manages to disengage itself from the prow. From then on they roam the seas and oceans known as Dark Maidens, for now bound to a physical form, they bring death to those they encounter; hoping that among them may be the one who killed their brothers, sons or husbands.

Some Pirate Mages manage to bind these animated constructs to their will, for the waters around Sartosa are hardly lacking with sunken ships of all kinds and sizes, around which the Dark Maidens dwell. The wailing of the Dark Maidens drives nearby beings into insanity, thus great is the mourning in these distant echoes. With time they learn to channel it to a terrifying screech, with devastating effects for any enemy facing them. Although fearful allies in battle, these female figureheads instil fear in the hearts of the pirates too, for they can never know if one of them might have killed one of the Dark Maiden's beloved ones at some point in the past...

	M	WS	BS	S	T	W	I	A	Ld
Dark Maiden	4	4	0	4	5	3	2	3	5
Shipwreck Angel	4	4	0	4	5	3	2	4	5

TROOP TYPE: Monstrous Infantry.

SPECIAL RULES: Aquatic, Flammable, Unstable.

Maiden's Chant: In the shooting phase, a unit of Dark Maidens may target one enemy unit within 18" and their line of sight. The unit must take a Leadership test with a -2 modifier. For ever point above their Leadership the test shows, the enemy unit suffer 1 Wound with no save of any kind allowed.



FLYING GALLEYS

Airpower has taken on a much greater significance in a naval context than on land, as it can be used to seek out the enemy fleet and pinpoint their movements. The battle plan of a good admiral will often depend on such aerial reports, as the information they convey can give him a huge tactical advantage over his enemy.

As well as being useful for reconnaissance, aerial troops are powerful and terrifying opponents in themselves, able to destroy enemy ships with cannons if presented with an opportunity. They can deliver their own crippling attacks long before the opposing fleet can close for battle, leaving it lame and vulnerable as friendly ships approach to finish it off.

Dwarfs are naturally inventive, and much taken with machines and technology. The military might of the Dwarfs' fleets is not limited to normal ships like the Dreadnought and Ironclad: they also use the ingenious Nautilus submarine to deliver underwater attacks to the enemy fleet, and steam-powered aircraft to strafe and bomb their opponents from above. Although most Dwarfs are happiest on dry land, there are those who are so inspired by the need to prove Dwarf machines can master all the elements that they are quite prepared to venture below the waves or take to the skies in them. True to their nature, the Dwarfs now have a well-structured airforce, even though those Dwarfs reckless enough to join up are considered somewhat 'cavalier' by their more stalwart brethren.



The Flying Galley is a small, armoured hull or 'gondola' suspended below a huge gasbag filled with hydrogen. Unfortunately, hydrogen is highly inflammable, so a Flying Galley tends to be crewed by reckless volunteers. It is powered by a steam-driven propeller mounted on the gondola. Smoke is emitted from an exhaust funnel, leaving a smudgy trail behind it. The Flying Galley can ascend or descend by altering the amount of gas in the gasbag, and steers by means of rudder flaps. It is capable of moving in any direction except directly into the wind. Flying Galleys leave smoky exhaust trails as they punch their way through the clouds, their swivel guns spitting fire and iron as they desperately fend off ravening Wyvems and Manticores.

On Sartosa, these war machines have found high popularity and great demand, as the richest Pirate Lords vie to add them to their own fleets. Courtesy of the Dwarf hold on Sartosa, these small flying ships can effectively be built and readied for distribution among the pirates – or at least those that can afford them, because they do not come cheap! For those so fortunate, the Flying Galley gives the pirates access to the skies and the tactical options it brings, being able to target enemies from relative safety from high above – as long as the flammable gas in the balloon holding them afloat is not set ablaze at least!

	M	WS	BS	S	T	W	I	A	Ld
Flying Galley	-	-	-	4	5	5	-	-	-
Crew	-	3	3	3	-	-	3	1	7

TROOP TYPE: Chariot (Armour Save 4+).

SPECIAL RULES: Fly (6), Flammable.

Swivel Guns: Flying Galleys are armed with 2 Swivel Guns, which may fire to either its front or flank arcs even if the model has moved that turn. They do not suffer To Hit penalties for moving and shooting.

DONATO BUCCINA

Donato Buccina is a hulking brute of a man. He styles himself a respectable businessman, though he enforces his turf with beatings and murder. Buccina lost his nose in a fight long ago and covers it with a silver-plated one, which he keeps buffed to a shine. He wears the clothes of a nobleman, though stained with spilled wine and blood.

HELL-HAMMER CANNONS

Hell-Hammer Cannons are massive war engines, typically found only on the Hell-Hammer warships of the Empire. They are so large that they usually need one or two ogres to load and fire it – or half a dozen crewmen. The gun can only be fired a few times each battle, as the ship simply cannot hold many cannonballs of the required size or enough gunpowder to repeatedly fire the cannon. But by far their biggest drawback is the chance that the cannon may misfire – an event almost sure to sink the ship it might be mounted on. A sobering thought for any Captain.

On the plus side, even with these limitations, their destructive power is truly awesome: they can easily rend great holes in enemy ships, and often sink the biggest of enemy vessels with a single shot. There is not a single Captain on Sartosa who would not eagerly have a Hell-Hammer in his fleet.

Unfortunately, no foundry on Sartosa comes even close to being able to craft such a behemoth weapon, so the only way for the pirates to lay their hands on one is to steal it. However, when trying to plunder a Hell-Hammer Cannon the pirates have to be careful, for an Imperial Hell-Hammer warship rarely travels alone, and put up no small display of fight. Therefore, these devastating cannons are quite rare on and around Sartosa. Those Captains lucky enough to hold a Hell-Hammer Cannon in their possession can expect to be the awe of other Captains – and the target of more than one assassination attempt as the other try to steal it from him.

Tactically, Hell-Hammers are often used to lead the fleet into battle and break through the enemy line with a great roar of flame and steel. When the Pirates go on bigger raids, these cannons are sometimes dismantled from the ships and brought onto land instead. While they are very cumbersome and require great effort to get into position, at least the crew doesn't risk blowing up their own ship on land!

	M	WS	BS	S	T	W	I	A	Ld
Hell-Hammer	-	-	-	-	7	5	-	-	-
Crew	4	3	3	3	3	1	3	1	7

TROOP TYPE: War Machine (Great Cannon).

SPECIAL RULES:

Hell-hammer: Hell-Hammer Cannons have the following profile and rules:

Range:	Strength:	Special Rules:
72"	10	Multiple Wounds (D6+1)

Hellhammer Cannons may re-roll the distance bounced by the cannon ball and failed rolls To Wound. If a Misfire is rolled, add -1 to the result on the Blackpowder Misfire Chart.

Cumbersome: Due to their size, Hell-Hammer Cannons (or any of its variants) may not be moved after deployment, but may pivot on the spot as normal.



UPGRADES:

Ironfist Mortar: *Most of this weapon's hull is taken up with a huge mortar, whose squat muzzle points ominously skyward. Ironfists don't often venture far out to sea as their principal role is the demolition of enemy coastal towns. Although invented by the scientists of the Empire, Ironfists are used both by and against many of the nations of the Old World, for wherever cities are built beside a river the Ironfist can bring immense firepower to bear from an otherwise inaccessible position.*

Ironfists have the following profile and rules:

Range:	Strength:	Special Rules:
12-48"	4(8)	Armour Piercing (1), Multiple Wounds (D3)

An Ironfist is fired using the same rules as a stone thrower, but with the profile given above and the following differences: An Ironfist Mortar uses the large template, and consults the Black Powder War Machine Misfire chart in case a Misfire is rolled.

Triple Barrel Cannon: *This unique version of the Hell-Hammer combines three smaller cannon barrels together in order to unleash a volley of cannon balls in quick succession. Anyone or anything unfortunate enough to stay in its firing arc are most likely obliterated in a hail of fire. On the downside, loading the three barrels takes considerable time, only allowing it to fire half as often as a normal cannon.*

The Triple Barrel Cannon have the following profile and rules:

Range:	Strength:	Special Rules:
48"	10	Multiple Wounds (D6/D3), Multiple Shots (3)

The Triple Barrel Cannon fires using the rules for normal Cannons, rolling for one barrel at a time (including resolving any Misfires). All barrels must be fired at the same target. If a Misfire results in a Malfunction, the next barrel may simply not shoot. In addition, the Triple Barrel Cannon can only fire every other turn, as it must spend a whole turn reloading after firing.

TURTIGON BATTLE PLATFORM

The rarest of all monsters, the Turtigon was always a creature of mystery and legend. Stories of a two-headed, man-eating, fire-breathing turtle the size of a man-o-war seemed like a tall-tale, even amongst Leviathan Hunters. Recently, though, stories of attacks by young Turtigons have cropped up everywhere, from the Naggaroth coast to the shores of Ind. Maybe they are about to become less a legend, and more a creature of fact.

The Pirates of Sartosa long thought that the legendary Turtigon was naught but an old sea dog's tale, a fanciful imagining told by the locals to scare sailors. However, in recent years the malignant beast has seemingly awakened, savaging pirate, naval ship and honest merchant vessel alike. A gigantic double-headed grey-skinned Dragon Turtle that far outstrips its kin in power and ferocity; the Turtigon has devastated several coastal villages and shipping lanes in its bloody rampage through the Tilean Sea.

Sailors speak of a shrine to the beast built upon the Isla Cruces, deep within the Fool's Point Rocks. Here dwell primitive tribes of Jungle Kobolds, misshapen apelike Goblins, adapted to swinging through the dense tree canopy that flourishes over the Isla. These fearsome savages worship the beast, raiding passing ships to kidnap sacrifices to their double-headed turtle god.

Some pirates manage to steal some eggs from that very island from time to time, and sell them to various captains. After the eggs hatch, the monsters are brought learning to respond to commands. Usually after the death of many crewmen and a ship or two set on fire, the pirates manage to tame the beasts and use them in battle as beasts of war. When some of the larger pirate fleets set sail from the island of Sartosa, they do so accompanied by some Turtigons with platforms build on their back from which the crew controlling them ride in

relative safety. The Turtigons are controlled mainly by one pirate holding a long pole with some meat at one end in front of the two heads, thus steering it in the right direction. Each of the Turtigon's maws is a massively sharp, iron-hard beak that can easily slice through the thickest armour as if it were made of paper.

	M	WS	BS	S	T	W	I	A	Ld
Turtigon	5	3	0	6	6	6	1	4	6
Crew	-	4	3	3	-	-	3	1	7

TROOP TYPE: Monster.

SPECIAL RULES: Aquatic, Natural Armour (2+), Stubborn.

Massive Beak: The Turtigons normal attacks have the Armour Piercing (1) and Killing Blow special rules.

Fiery Breath: The Turtigon have a Strength 4 Breath Weapon with the Flaming Attacks special rule.

Cannon Tower: This follows all the rules for normal Cannons, except that it may move and fire. In case the cannon rolls a Misfire, the Turtigon suffer D3 Wounds with no armour save allowed.

Loss of Heads: The strength of a Turtigon is based on two heads attacking and breathing together. Because of this, once the Turtigon is reduced to 3 Wounds, one head has been taken out of action. The number of attacks drops to 2. In addition, the loss of heads makes for fewer flames when it breathes, so the strength of the Turtigon's breath weapon is reduced to Strength 2.



SEA GIANT

The seas of the Warhammer World are populated by many fell beasts, from the dreaded Black Leviathan to the legendary Kraken. These great beasts sometimes rise from the blackest depths of the ocean to the surface, attracted by the churning waters of a sea battle. Often the size of the biggest ships, these towering monstrosities come to join the carnage in an orgy of mindless destruction. Their razor sharp fangs slash and bite, and their great jaws cut through flesh, wood and steel with ease. Those sailors unlucky enough to fall overboard are doomed; they are consumed in an instant by these ravaging monsters from the deeps.

Among these beasts are the Sea Giants, most often found in the deepest depths of the seas where they make their dwelling in the cones of long dead undersea volcanoes. Sea Giants have power over the forces of the seas, and are a living embodiment of its bounty and destructive wrath. Sea Giants seldom come into contact with surface dwellers, but have been known on rare occasions to exact bounties from coastal cities to insure the safety of its navies and merchant vessels. Sea Giants are most commonly encountered within a few hundred miles of their lair, tending to their domain and battling off incursions of Gargantuans, Leviathans and other such destructive forces of the undersea.

These huge beings have bluish green skin and eyes that reflect light like two silvery moons. Rippling with muscle this creature rises from the depths with a crash of waves on rocks. Sea Giants adorn themselves in loose flowing robes of white, blue, or green. Many wear wreathes of coral in their hair. Sea Giants are not

as slow as their more common land-living counterpart, though they can hardly be called clever. Fortunately for them, this matter little when you are over fifty feet tall!

When battling at the surface of the seas, Sea Giants hurl rocks at great length against opposing ranged attackers, usually including crews of siege engines. When battling against surface ships their tactic is to disguise themselves by creating rough waters around them. They then hammer the hull with their mighty fists until it is holed, without ever revealing themselves to the crew. Once holed, they tear the hull apart and drown the crew.

Sea Giants sometimes emerge from the depth to join up with the Pirates of Sartosa – whom they normally leave alone as long as proper bounty is paid – to go on raiding on the mainland. As long as their bounty is paid, they are more than happy to help out in battle before disappearing into the depths once more.

	M	WS	BS	S	T	W	I	A	Ld
Sea Giant	6	3	0	6	6	6	3	5	10

TROOP TYPE: Monster.

SPECIAL RULES: Aquatic, Immunity (Psychology), Natural Armour (6+), Stubborn.

Anchor Smash: Rather than attacking normally, a Sea Giant may make a special attack. If this Attack Hits, it is resolved at Strength 10 with the Multiple Wounds (D6) special rule.



TRITON

Triton is lord of the sea, a wild, powerful demi-god who can control the elements and tame the monsters of the deep. Most of his kind have passed on from the Known World, and Triton himself is perhaps the last to linger on. He is old beyond telling – perhaps as old as the world itself – and has little to do with the affairs of the short lived creatures who traverse the seas in their fragile constructions.

However, certain of these creatures have earned his displeasure and felt his wrath; though slow to anger, once enraged his is the power of the sea itself, smashing to pieces anything that stands against him.

The Elves know something of his heritage, and it is believed that much of their Sea Lore was passed on to them by Triton and his kin many, many centuries ago. Although he recognises and has some respect for Elves, he is largely disinterested in the affairs of Dwarfs and Men. He has no affinity with Orcs, Skaven and the forces of Chaos, and he actively hates the Dark Elves for what they have done to the Sea Dragons and Helldrakes.

CARMEN SICILIERI

The Pirate Princess

The current and longest tenured of the rulers of Sartosa is the Pirate Princess, Carmen Sicilieri, who has ruled through her strength of will and defeating all who would oppose her. The Merchant Princes of Tilea have debated much over the years but have never been able to deal with her. While wishing to see her removed, they do not wish to act aggressively against her publicly because of her reputation of retaliation. Towns that have tried in the past have been removed from maps because of the force that Carmen brought to bear against them.

Nasty, brutal, villainous, bloodthirsty, mean hearted women like Carmen don't come along very often... unless you're a pirate. Carmen is one of those natural born leaders that inspire terror, fear and cold shivers down one's spine.

Carmen stirs up strife and conflict where she can, the better to plunder all sides. Her following may be small, but she exerts her power unreservedly on the waters. The Pirate Princess is vicious, temperamental, and greedy. She instructs her followers to sow chaos and harvest gold from the bellies of captured ships.

Carmen is slow to take sides and quick to abandon them, and care little for laws and justice (though revenge is always an idea she can get behind). In a conflict, what matters is not who is right, but rather



who has the best loot. The ocean waves do not consider the allegiance of a ship before capsizing it in a storm, and neither do she think overmuch about the ships she plunder.

Carmen has no affection for the creatures of the sea, and she has no prohibition against killing sea monsters or aquatic creatures. She cares nothing for what happens on land, and has no objection to murder – even that of other pirates – though she looks down on weak captains who cannot adequately control their crews.

	M	WS	BS	S	T	W	I	A	Ld
Carmen Sicilieri	4	6	5	4	4	3	6	5	9

TROOP TYPE: Infantry (Special Character).

SPECIAL RULES: Booming Voice, Dirty Fighting Fear, Sea Legs.

Pirate Princess: All friendly units may re-roll failed Fear and Panic tests within 12" of Carmen.

MAGIC ITEMS:

Tidebreaker (Magic Weapon)

Taken from the belly of a large sea monster slain by Carmen many years ago, this cutlass glimmer with a menacing light and is capable of slicing through the thickest of armour.

All attacks from this sword always Wounds on at least a 3+. In addition, no armour saves may be taken against it.

The Blasted Skull (Talisman)

Said to have belonged to a cruel Sea Hag long ago, this mystical skull conjures a magical barrier around the bearer, and cursing those would seek to harm her.

The skull gives Carmen a 4+ Ward save. In addition, for every 1 rolled on the enemy's To Wound roll against her, they suffer 1 Wound themselves, with no armour save allowed.

"Ruthless, Evil, Tyrant, Controlling, These are just some of the descriptions used to describe the Pirate Princess of Sartosa. She has stepped up to take control over the island, and she has already survived a dozen attempts on her life. I foresee we may have to deal with her for a long time coming..."

– Richard von Strom's report to the Empire from Tilea

JAEGO ROTH

Captain of the Heldenhammer

The legendary Captain Jaego Roth was the only son of the Sartosan explorer and cartographer, Indigo Roth. In his prime, Indigo Roth was a large and fearsomely intelligent man. He was known to the common people of Tilea simply as the Mapwright, for he sailed the farthest reaches of the Great Oceans in search of knowledge, and his sea-charts were the finest in the land. The Mapwright's name passed on the lore of the Old World for his nautical exploits. The same is true of his son Jaego who, with his last act, became one of the most celebrated captains of the high seas.

The story of Captain Roth's burning need for vengeance upon the Dreadfleet begins within his father's warship, the Enlightenment, a warship permanently moor at the Rusting Harbour of Sartosa. When the Mapwright lost both his legs to a Sea Giant attack, the weather-beaten old explorer finally retired his warship and settled with his family. After all, he had already made maps of all the island and coastline of the Old World – and, if rumour was to be believed, of lands much further afield. The Mapwright enjoyed a great deal of respect in Sartosa, though his wife would regular scold him for filling the mind of their son Jaego with stories of the surreal realms that lay beyond the veil of midnight and the curse of the restless dead.

The young Jaego was raised within the Enlightenment's labyrinth corridors and empty barracks. Every vertical



surface and ceiling was plastered with maps and charts; even the most threadbare rug bore depictions of Araby, Ind or Cathay. Such scenes of far-off lands and tales of derring-do had a profound effect upon Jaego's young mind. The Mapwright's son fancied the life of a pirate lord, and spent most of his days at sea aboard his uncle's boats, fighting imaginary monsters with a wooden sword. As Jaego grew into a powerful and determined leader of men, his father deteriorated further, sinking slowly into nightmare-haunted senility. The old explorer seemed to have become obsessed with his last voyage, rambling on about ship's graveyards, Vampires and sentient whirlpools. Word in the tavern' was that the Mapwrights had seen too much; that his most recent maps owed more to madness than to the conquest of the unknown.



Jaego could not bear to see his elderly father, once an intellectual giant, deteriorate into a mad old fool. He left home, setting sail to find his destiny. His father's gold afforded him a decent ship and a crew that could almost be considered trustworthy.

Over the next three decades Captain Roth became a figure of awe across the Great Ocean. His extensive knowledge of the strange and unusual geography of the high seas stood him in good stead; little-known island because Roth's hidden bases, short-cuts through deadly reefs allowed the captains to escape even the ardent pursuits, and lucrative deals were struck over the delivery of strange and rare ingredients to rich southern sorcerers. Roth also proved to have a astonishing gift as a naval tactician, hiring his services as a privateer to any who could meet his price – his sleep and deadly warship, the Nightwatch, had sent a dozen vessels to the bottom of the sea before Roth's first year of captaincy was out.

As Roth passed a half-century in age, the lure of piracy was replaced by a longing for the shores of his home. After a near-disastrous raid upon the mosquito-ridden shores of Lustria, Jaego Roth began to tire of adventure and the ever-present risk of death. The captains had seen thousands of comrades and crew fall in battle over the years, and just as his body had become scarred and tough, his resolve had hardened too. He would forsake the life of a reaver, return to the wife and child he had left behind in the Rusting Harbour of Sartosa, and make amends for taking the open sea as his mistress instead of caring for his own.

When Roth returned to Sartosa he was greeted by a city in flames. He made haste to his family's magnificent boathouse, but he was too late – his homestead was consumed by fire. Roth sprinted through the burning city port towards the remains of the Enlightenment and fought his way inside. Though he was too late to save his family, the artefacts left by his father were to set him upon the deadliest quest ever undertaken on the high seas.

	M	WS	BS	S	T	W	I	A	Ld
Jaego Roth	4	5	5	4	4	3	5	3	9

TROOP TYPE: Infantry (Special Character).

SPECIAL RULES: Booming Voice, Sea Legs.

Will of Steel: Captain Roth and any unit he is with may re-roll any failed Leadership tests. When fighting in challenges, he may re-roll all failed rolls To Hit.

Reloading, Roth looked around at the raging battle. Gunners writhed in pools of their own blood amidst shattered piles of debris. Loose groups of swordsmen fought like daemons to repel the men o' bones who had spilled onto the Heldenhammer's deck from the Reaver's crags, cracking skulls and kicking through rib cages as they pushed the invaders back.

To starboard, the Flaming Scimitar was giving the Nehekharan war galley a wide berth. A clutch of cannonballs thundered from the pleasure barge's hidden guns and tore into the statue-lined galley's stern, just as a giant of living fire burst out from the Golden Magus's minarets towards the enemy warship. It bore down on the Nehekharan ship, a burning sword in either hand.

Just as the fire djinn swooped down to incinerate the war galley's skeletal crew, the beast-headed statuary ranged alongside the galley's flanks jerked into life. The foremost amongst them, a jackal-headed giant of green marble, raised its gigantic blade, slashing at the flaming djinn as it passed overhead. The spirit burst apart in a fireball the size of the Grand Templus, incinerating dozens of skeletal figures on the decks below.

The Bloody Reaver continued to grind its way along the length of the Heldenhammer, opening a series of terrible wounds along the temple-ship's flank. Roth saw a figure in a red bicorn staring down at him from atop the craggy mass of the Reaver's stone heart. He raised his thrice-pistol and loosed off a shot, a triple puff of smoke impacting on the cliff where Noctilus had been standing.

'Die, fiend! Shoot the sorcerers, men. Kill anything that talks.'

Captain of the Heldenhammer: If Jaego Roth is included your army, you may fire an additional D3 shots when using the Naval Bombardment special rule.

Repeater Pistol: A repeater pistol packs a punch belied by its compact size.

A repeater pistol has the following profile:

Range:	Strength:	Special Rules:
12"	4	+1 Attack*, Armour Piercing (1), Quick to Fire, Requires Two Hands*

*If combined with a hand weapon.

MAGIC ITEMS:

Arcane Moondial (Enchanted Item)

This eldritch moondial, left to Roth by his father, has more to it than it seems. It has the power to allow the bearer to travel through space and time itself. Roth used the Moondial to breach the ethereal boundary of the Galleon's Graveyard in order to battle Count Noctilus.

One use only. When used, the Moondial allows Roth and any unit he is with to move as if they had the Ethereal special rule for the duration of the turn.

Indigo Roth's Sea Chart (Enchanted Item)

A great sea turtle shell with a sea-chart pinned to its inside, this Sea Chart allowed Roth to find his way to the Galleon's Graveyard.

This sea chart gives Roth the Navigator special rule.

Arabian Spy-glass (Enchanted Item)

This spyglass allows the user to see the smallest details over long distances. Jaego can use this trusty spy glass to examine the combat ground, spotting any yellow dogs who try to sneak about!

This Spyglass gives Roth the Sniper special rule. In addition, once per Sartosan turn, one enemy unit within line of sight must reveal all hidden units, special upgrades and Magic Items.



ARANESSA SALTSPITE

Queen of Tides, Captain of the Swordfysh

Amongst the most feared of all the lords of Sartosa is the Queen of Tides, Aranessa Anja Saltspite. Rumours has it she is the daughter of the sea god Manann himself; that she rose fully grown out of the waves in a froth of gore, and that saltwater flows through her veins instead of blood. What is known beyond doubt is that Aranessa is as merciless as the ocean.

Aranessa has always had a peculiar connection with the ancient god of the sea. She has sailed to the ends of the world and back again through the most violent of tempests and emerged unharmed. There is no warmth in her soul, and she has no love for Man. Only the open ocean and the glitter of gems can make her scowl melt, but as her scurvy crew maintains, on the occasions that she deigns to smile, it is like the coming of the new dawn.

The true story of how Aranessa Saltspite became such a gifted seafarer begins in the chill water of the far north. Aranessa was born into the ruling family of Skjold, a coastal settlement of the Norscans. The chieftain, a proud warrior king in need of a strong successor, was not pleased at all to find that his pregnant wife had delivered him a daughter instead of a son. Worse still the infant had been born a mutant – her conjoined legs were scaled and twisted into a grotesque fan of spined flesh below the knee.



Physical mutation has always been a death sentence amongst Aranessa's pitiless tribe. Before the sun had set, the mewling babe was hurled from the tallest cliffs to be drowned by the pitiless sea.

Miraculously, Aranessa survived. Borne by a shimmering school of daggerfish that swam in the shape of a crowned sea-sire, the infant was delivered into a cove of golden sands, where she was tended by a trio of sea-nymphs. Suckled and cared for by these lithe ocean spirits, Aranessa grew strong upon a diet of gymmcrab, algae and cold black kelp. Before her tenth year Aranessa was spear-fishing for sharks, fanged rays and mermanticores. Her shell-decorated cave became cluttered with gifts from the sea that washed up with each new dawn.

It seemed like every full moon a new vessel would founder near her cove, or a galleon would find itself inexplicably shipwrecked within easy reach. Bright-eyed, the child Aranessa absorbed every scrap of knowledge to be gleaned from the well-appointed ships that had mysteriously come to her.

Aranessa eventually tired of her island paradise and decided to rejoin the ranks of humanity, though she knew that a mutation such as hers would lead to persecution and death. Numbled by rum and with teeth gritted, she amputated her strange lower legs with a sharpened cutlass, and cauterised the wounds herself without so much as a whimper. Aranessa had already fashioned replacement legs from the jagged blades of sawfish, and bound them tight to her ragged leg-stumps with leather belts that she found in the captain's quarters of a rich merchant galleon. Constantly cleansing her wounds with saltwater, it was less than a week before Aranessa was able to walk. A scowl etched on her beautiful features, she ventured out into the open seas upon an intact rowing boat that had washed up on her beach. Before three night had passed she was picked up by a roving pirate galleon, the *Swordfysh*.

Mute, peglegged and strange, Aranessa was the subject of the much curiosity from the sailors aboard, though she quickly proved to them a slit throat. Daily she climbed into the rigging, and thereupon into the crow's nest, where over the coming weeks she more than proved her worth as a sharp-eyed lookout.

Over the decade Aranessa learned to swear like a sailor, to fight like a pirate, and to navigate like a scholar. She absorbed all there was to know about the art of sailing like a sea-sponge, rising through the ranks of the *Swordfysh's* crew with ease. Every cannon she fired was on target, every duel she fought was

victorious, and every course she plotted led unerringly to treasure. She became the ship's lucky charm, then its first mate, and eventually, when her captain was devoured by sea-gargoyles, its commanding officer. She earned the nickname Saltspite in the years that followed, hunting down the wolf-ships of the Norscan fleets with a cold vengeance that made even her own crew invoke the sign of Manann for protection. When the Imperial Fleet approached the Swordfysh with letters of marque, intending to enlist her in the war against Chaos, she opened fire upon them too. Aranessa would be beholden to no man, living or dead.

	M	WS	BS	S	T	W	I	A	Ld
Aranessa	4	6	5	4	4	3	6	4	9

TROOP TYPE: Infantry (Special Character).

SPECIAL RULES: **Booming Voice, Dirty Fighting, Hatred (Warriors of Chaos, Norsca), Sea Legs.**

Spearfisher's Net: *Look at 'em all, trapped like the stranded sea-turtles they are!*

At the start of each round of close combat, Aranessa may target one enemy model in base contact. Roll to Hit against the target; if successful, that model is ensnared and suffers -D3 to its Attacks this round.

Blessed of Manann: *The Seafather looks after his own.*

Aranessa and any unit she is with may re-roll one D6 when charging and pursuing enemies. In addition, Aranessa may re-roll one roll To Hit or To Wound each round of close combat, and has a Ward save (5+).



MAGIC ITEMS:

Kraken's Bane (Magic Weapon)

So named for its ability, in the right hands, to bring down one of the most savage sea monsters in existence.

Polearm. Kraken's Bane gives Aranessa +1 Strength, +1 Attack and the Heroic Killing Blow special rule.

Captain Hawthorne clutched the railing, squinting through the sudden squall. The Vindication and her vanguard had been sailing comfortably south only moments before, but when the ships moved within a league of the next archipelago they were struck by a violent storm. A mixture of hail and rain battered the ship, and the rough sea lifted the galleon and slammed it down with every wave.

The sailors quickly scaled the rigging, securing the already damaged sails. Many were struck by fist sized hailstones and knocked screaming to the deck or the sea below. Either option meant a quick death to the Sartosan raiders.

Penn madly fought the storm, frantically steering the Vindication into the oncoming waves that would surely capsize the warship if one were caught abeam.

Hawthorne howled in impotent rage at the storm. He was not as skilled as many of his men at most of the tasks before them. His commands were lost in the savage screaming of the wind, but the men knew the consequences of failure. As the captain watched, one of the upper sails broke free of its lower moorings. One of the lines wrapped around his boatswain's chest as the man tried to take in the sail.

The pirate swung away from the mast, struggling with the line. Then the sail snapped back down, smashing the man against a spar, shattering bones. When the sail pulled his body off the deck, he hung limp in the ship's embrace.

The captain rushed into the pilothouse with Penn. Screaming in the helmsman's ear "East, East! Get us back into the open sea!" Penn nodded grimly, taking the next wave two points Starboard of the prow. Still enough to avoid a dunking, but slowly turning away from the islands.

Hawthorne rushed back to the railing, grabbing a belaying pin for balance on the slippery deck. The rain lashed down, blinding him. A hailstone bounced off his chest. He slid away from the railing as the Vindication was tossed once again, and when the galleon crashed back into the sea he was thrown to the lower deck below. The captain struggled to stand, and glancing up saw a long section of an upper boom come spinning down. He rolled quickly to avoid the foot-thick wooden shaft, but the splintered end clipped the side of his head and he tumbled into the holds, streaming blood from the gash and rapidly losing consciousness.

GIACCHINO DE FALCO

The Crazy Captain

When mentioning Captain Giacchino de Falco, most pirates burst out into laughter and rarely feel anything but glee (or in the best case, pity) for this man. He once belonged to the highest circle of Sartosan nobility, the Pirate Lords. Turning out to be a cunning commander and an exceptional swordsman, he soon was able to acclaim the status of lord for himself. Being accepted by the other lords and granted command over his own flotilla, he ventured off seeking adventure and glory.

One day his ships returned without him, under the command of his first mate. It was clear that Giacchino has fallen victim to mutiny, most likely due to his spontaneous outbursts of weirdness and his secretive manner, with him not even telling the crew why he actually was sailing the seas and what he was searching for. As custom holds it, he was left behind on a deserted island with nothing more than a pistol with one shot. From there his tale begins to take on a doubtful turn; despite their obvious contempt for this poor lad, most pirates talk with superstitious awe about his escape from that island and the adventures which followed. Legend has it, that he waited long enough in



shallow water for the wildlife there to get accustomed to him, only to then catch two big turtles, tie them together and to afterwards use them as a living raft. Pirates debate over what he used to tie the turtles together, whether it was ropes made out of palm leaves or perhaps even his back hair. Giacchino's answer – as with many other questions relating to his past – is a strange look and, if possible, an even more cryptic answer.



Upon his eventual return to the civilised world, Giacchino swore bitter revenge with the purpose to kill his first mate with the one shot he was left behind with. The following hunt took him almost to every place of the Old World and beyond. He spent some time in the jail of Marienburg, being accused for having tried to kidnap the Burgomeister's daughter, but managed to escape. Giacchino managed to find parts of his old crew and to hire new members, some partly qualified, and some partly peculiar characters. For a couple of weeks he was even the god of a Southland tribe and was almost burnt alive by his worshippers if not for the timely intervention of his crew.

Giacchino's search for his first mate didn't necessarily add to his mental well-being. On every occasion he demands to be called "Captain" Giacchino de Falco, for he is no longer entitled to wear the title of a Pirate Lord until that matter is cleared. Further on, he seems to be afraid of some giant sea monster, which, according to him, is hunting him due to some shrouded bargain he didn't fulfil. Therefore Giacchino's already strange behaviour reaches unknown pinnacles when he travels across the seas. He adorns himself with all kind of talismans, charms and whatever he can find to escape a destiny only he knows about, and he is not willing to share the details.

Crewman: *"Shoot him!"*
First Mate: *"Cut out his tongue!"*
Giacchino: *"Shoot him and cut out his tongue, then shoot his tongue! And trim that scraggly beard!"*

- Giacchino solving the issue of the best disposal of a traitor aboard his ship

	M	WS	BS	S	T	W	I	A	Ld
Giacchino	4	6	5	4	4	3	6	4	6

TROOP TYPE: Infantry (Special Character).

SPECIAL RULES: Sea Legs.

Any man who falls behind is left behind: Giacchino and any unit he is with have the Swiftstride special rule when fleeing.

Strange and Confused: *Known to fits of great emotional outbursts, Giacchino is truly a weird character. How his crew has put up with him so long, one can only imagine...*

At the start of your Movement phase, roll a D6 and consult the table below to see what is on Giacchino's mind this turn.

D6 Result

- 1 Did no one come to save me just because they missed me?** Disappointed with the apparent lack of affection for him, Giacchino sits down and sulks while his crew desperately tries to encourage him. Giacchino and the unit he is with cannot move voluntarily this turn.
- 2 Up... is down!** In a sudden stroke of utter madness, Giacchino orders his crew to immediately turn in the reverse direction. Giacchino and any unit he is with immediately makes a reform (even if in close combat), turning in the opposite direction of what they are currently facing.
- 3 Now we're being followed by rocks!** Spouting utter nonsense, Giacchino sets off forward, with his confused crew following after. Giacchino moves using the Random Movement (2D6) special rule this turn.
- 4 Now where is that monkey? I want to shoot something!** Looking for a suitable target – any target – Giacchino immediately starts swinging and firing towards whatever is in front of him. Giacchino may immediately make an extra Shooting or Close Combat attack towards an enemy within line of sight.
- 5 But... you HAVE heard of me?** Confounded by the enemy's lack of knowledge regarding his person, Giacchino sets upon explaining his importance with complete disregard for his own safety. Giacchino is Stubborn, but may not Attack, until he rolls on the table again.
- 6 It's CAPTAIN Giacchino de Falco!** Outraged at the improper use of his title, Giacchino lashes out at the foe. Giacchino must immediately declare a charge against the nearest enemy unit. He is subject to Hatred and Frenzy until he rolls on the table again.

One Bullet, One Shot: *Though really meant for his First Mate, Giacchino often sees him in the battles he fights on his opponent's side. Therefore he carefully shoots the person he thinks is his target in the midst of battle. So far, it has always turned out to be the wrong one...*

Before the start of the game, choose one enemy character on the table. Once during the game, Giacchino may take a special shot with the Sniper special rule against the chosen model. This shot is resolved with the Killing Blow special rule.

MAGIC ITEMS:

The Caitiff's Cutlass (Magic Weapon)

It is not known where Captain Giacchino has actually found this cutlass. Every time he tells the story, apart from it being quite confusing, the details are different. It is known however; that the cutlass seems to respond to how much danger the wielder is in, allowing him to parry attacks with even greater ease. How convenient it also is that the blade is somewhat longer than other pirate cutlasses, so Giacchino can keep a "sharp distance" from his enemies when needed.

This cutlass grants Captain Giacchino the Parry (5+) special rule. For each wound suffered, he gains +1 to his Parry save.

Lucky Charms (Talisman)

Captain Giacchino de Falco literally collects charms and other items which he believes might help him ward off the horror he is followed by. Thus he has a talisman, be it a jar of dirt or exotic feathers, for every opportunity.

Giacchino has Magic Resistance (2). In addition, enemies must re-roll successful rolls of 6 To Wound him.

JEREMIAH BANE, THE DEVIL KING
For countless years, Jeremiah was the greatest pirate of the seven seas... no coast was safe, no temple was sacred. With his brother, Ezekiel Bane, as the elected King of Sartosa, it seemed that Jeremiah and his crew of wreckers would never be defeated. But in his moment of need, pursued by an entire Estalian armada, Jeremiah sailed back into Sartosa, only to have the ports barred to him; his brother had been paid off, and betrayed his own blood to the Navy. As Jeremiah's ship, the Inferno, sank into the waves, Jeremiah swore his blighted soul to any god that would grant him revenge against the isle. Ever since, Jeremiah Bane and the dark shadow of his crew have plundered the shores of Sartosa, exacting their revenge, dragging the citizens of Sartosa into the murky waves one soul at time.

KRUSHER THE ANCHORMAN

Like many Ogres, Krusher made his way to Tilea as a mercenary for hire, travelling all across the countryside, until there was nothing but water before him. Here he joined the crew of a merchant ship, safe guarding them from pirates – that is, until the pirates made him a better offer whereupon he promptly joined them instead. Having forfeited any trust he might have had as a mercenary by betraying his employer, Krusher's fate was now sealed. Not that this bothered him much, as the life of a pirate had all he had wished for, as long as he didn't have to on too long voyages at sea. But then again, what captain would have the courage to argue with him on this particular issue? He is a fierce fighter, and while he may not make an honest living, he is a firm believer in the Pirate Code, practicing it with the same fervour that other invest in religion. He is a hearty ally, and a terrifying opponent.

	M	WS	BS	S	T	W	I	A	Ld
Krusher	4	5	4	5	5	4	3	4	8
Giant Parrot	-	2	-	2	-	-	2	1	-

TROOP TYPE: Monstrous Infantry (Special Character).

SPECIAL RULES: Immunity (Psychology), Impact Hits (1), Sea Legs.



Brace of Handguns: Krusher's brace of handguns has the following profile:

Range:	Strength:	Special Rules:
24"	4	Armour Piercing (1), Multiple Shots (2)

Giant Parrot: *A perfect example of 'ogre-see, ogre-do', Krusher became quite envious of fellow pirates with parrots on their shoulder, that he demanded a parrot big enough to fit on his shoulder. The result is, it appears, is a hapless Gnoblar painted with beautiful plumage. While it's definitely unable to fly it can still bite, and Krusher is certainly content with that.*

In the first round of combat, the parrot gives all enemies in base contact with Krusher -1 To Hit unless they can pass a Leadership test.

MAGIC ITEMS:

Lucky Smasher (Magic Weapon)

Krusher gained his nickname during a maelstrom off the Estalian coast, where the anchor broke loose of the windlass, dooming the entire crew. Their lives were saved by the young ogre warrior on-board, Krusher who single handed held onto the cable throughout the storm. Krusher has used it in every battle since, wielding the lucky chunk of metal in his massive fist.

Great weapon. All attacks with this weapon have the Multiple Wounds (D3) special rule. In addition, Krusher may re-roll 1's when rolling To Hit.

DIRK AND REG RAZIG, THE BROTHERS OF SPITE

This pair of brothers sailed from Sartosa to the Kingdoms of Ind, scouring the seas for gold and jewels on their twin ships, the Sea Hag and the Kelpie. After one particularly fierce battle with an Estalian Man o' War, the brothers took in their biggest haul of gold yet... but at the cost of the Sea Hag. The two brothers were forced to share the same boat all the way back... and the close proximity of each other with the massive treasure drove them and the crew into a green-eyed frenzy, until one fateful evening when a squall caught them. Dirk's bosun fell out with one of Reg's crew over the proper securing of a line. Blows were struck, a man fell overboard. The crews turned on each other like madmen. The blood mad sailors sought only to kill and maim with no thought of the safety of the ship. The storm gathered strength and fury as the two brothers sought each other amid the carnage. Dawn's light found a derelict ship crewed by corpses. Since then the legend has grown of the two brothers continue to voyage between the New World and Sartosa, lying in wait for any pirate foolish enough to attempt to steal their final take.

FLEUR AND ESTELLA

Also Known as "Flint and Steel"

Fleur and Estella are the daughters of famed Bretonnian buccaneer Henri Morgaine and Estalian corsair Calico Carlos, born of a simple working girl in the port of Sartosa. Though only half-sisters, this didn't stop the two from taking care of each other with their mother's passing from illness when the younger Fleur was only five years old. Growing up in the slums of the city, each day was a fight for survival, and the only way to make through was by relying on each other. Living day to day by means of stealing, scoundrel and the odd threat, the two girls grew up to be true pirates in all but name. When Fleur and Estella were old enough, they joined a pirate crew, disguised as men.

One year, the ship they served on was anchored off a small island outside the Tilean coast, the pirates celebrating recent victories in their typical hard-drinking tradition, when suddenly a Tilean Man O'War surprised them. The drunken male pirates quickly hid below deck, leaving only Fleur and Estella to defend their ship. The women yelled at their pirate mates to "come up, you cowards, and fight like men," and then angrily raged against them, killing one and wounding several others. Discovering that the only two crew still fighting were in fact women, the captain demanded his men to get out and fight, lest he'd forever be known as a coward who'd let himself be outdone by two women in battle!



The pirates fought on, and eventually managed to drive off the Tileans after much bloodshed and many lives lost – mostly due to the prowess of Fleur and Estella. But with their disguises discovered, they now feared they might be keelhauled by the crew – or worse. However, the captain saw fit that the two women should be rewarded for their bravery, and let them stay in the crew, even going as far as promoting them to Ship Mates. No one in the crew dared dispute this, and it had little to do with the captain!

Both Fleur and Estella are known for their violent tempers and ferocious fighting, and they share a reputation as "fierce hell cats." Their fellow crewmembers know that in times of action, no one else is as ruthless and bloodthirsty as these two women are.

	M	WS	BS	S	T	W	I	A	Ld
Estella	4	5	4	4	4	2	5	3	8
Fleur	4	4	5	4	4	2	4	2	7

TROOP TYPE: Infantry (Special Character).

SPECIAL RULES: **Dirty Fighting, Sea Legs.**

Princess of Parries: Estella has the Parry (6+) special rule. If Estella has a higher Weapon Skill than her attacker she gains +1 on her Parry rolls.

Pistolier Extraordinaire: Fleur can load guns faster than most can even think. She has the Multiple Shots (2) special rule, which gives her a total of 4 shots with her brace of pistols.

Protective: Estella looks after her younger sister. If Fleur is killed, Estella will be subject to Hatred and Frenzy for the remainder of the game.

WOMEN AT SEA

By some nautical superstitions, a woman aboard is considered ill luck – lest the Sea Herself become jealous. Other priests often preach that a woman aboard is a good thing, for Manann likes a comely wench and will keep the seas still for her. In either case, this is less than ideal for a woman wishing to go to sea. However, these attitudes are not universal and indeed, many merchants take their wives and children to sea for months at a time, as it are the only way to maintain a family life. At the other end of the scale many pirate ships have a woman or two serve aboard, in some cases even becoming the ship's captain.

WILHELM "MR BILL" SCHWARZ

Pirate Mercenary Quartermaster of Great Renown

The pirate known as Mr Bill is an impressive, hulking figure. A giant of man, Mr Bill always goes to battle with a striking multitude of weapons. His excuse is "to have the righ' tool for the righ' job", but everybody knows that he simply loves to wreak as much havoc as possible – and how could this be better accomplished than with a ton of weapons on you? Among the pirates he is known as "The Quartermaster", because in addition to his appetite for destruction, Mr Bill knows quite a lot about weapons and armours. Whenever his services are required, which he always ensures to be costly, he is asked to check the gear of the crew and to make any applicable adjustments.

His reputation is made up by many rumours, tales and overrated eye-witness reports. Some sailors claim that he sailed to the world's end and returned, unimpressed by what was to be seen there. The same goes for another rumour – it is said that he once was even a captain, though he quit his tenure, because it was apparently too boring, shouting all day and pondering over maps.

The truth, or what Mr Bill has confirmed so far, is that he was born in the Empire as Wilhelm Schwarz. He enlisted as a swordsman in Altdorf's 3rd Regiment, but he was soon fascinated by the deadly handguns and the roar of cannons. Deciding that the Imperial Academy at Nuln would suit his interest better, he decided to enlist there. Being in the Empire however, he wasn't allowed to quit his place in the local swordsman regiment.



Outraged, Mr Bill deserted and ventured off towards Nuln. Luckily for him, he encountered a group of mercenary ogres on the way, whom he somehow convinced not to eat him on the spot. Unluckily for his pursuers, the ogres chose to eat them instead. Mr Bill wandered with the ogres for several years, seeing places few men would ever see, all the time avoiding being eaten by his monstrous companions. He was very impressed by the way ogres do battle and he has tried to copy some of their ways. Upon the eventual arrival on Sartosa, Mr Bill found himself surrounded with so much gunpowder, pistols, handguns and cannons that he decided to make the island his new home.

Having years of experience from travelling to every corner of the known world, as well as a vast knowledge of almost any kind of weapon, Mr Bill soon found himself being highly desired as Quartermaster on many ships, equipping the pirate crews with the best weapons and armour available. From then on, he would serve as a mercenary on many different vessels, always going where the pay is high and the cannons are loud!

	M	WS	BS	S	T	W	I	A	Ld
Mr Bill	4	4	4	4	4	2	4	2	8
Lizzy	-	2	3	2	-	-	2	1	-

TROOP TYPE: Infantry (Special Character).

SPECIAL RULES: Sea Legs.

Quartermaster: One unit in the army may choose between being equipped with Light Armour or gain the Armour Piercing (1) special rule.

Hook-Iron Fist: Having witnessed the devastating effect of ogre iron fists, Mr Bill decided to apply them too. In keeping with pirate traditions, he crafted his to resemble a hook hand. Mr Bill's hook hand can be used as either an additional hand weapon or as a shield in close combat.

Lizzy, the Salamander: Found in the jungles of Lustria, this small lizard has since then stayed with Mr Bill for whatever reason. Aside from being a lovely pet, Mr Bill uses Lizzy to light the fuse of his Swivel Gun, as well as any enemy that comes within range. Lizzy has the following profile:

Range:	Strength:	Special Rules:
12"	2	Quick to Fire, Flaming Attacks

Lizzy may fire in addition to any weapon fired by Mr Bill.

DOCTOR "DOC" EXMELIN

Almost Professional Surgeon/Cook/Carpenter

Surgeons are a rare sight on battlefields, as they are a valuable resource for generals. They are able to patch up some of the wounded and send them back into the battle, or grant those beyond hope a quick and merciful death. It is even harder to find a surgeon on the seas, though the richest of merchants can afford some. The pirates often try to capture them at every occasion possible, since Sartosa has few men or women skilled in the arts of healing. Sartosa has Doctor Exmelin though. Wither his tenure as "the best surgeon on the island" is true, is debatable – something that pirates treated by him do a lot!

"Doc" Exmelin arrived on Sartosa after being kidnapped by pirates during a raid on a Marienburger merchant ship. The only reason he survived was a piece of parchment and a book – the first being an official document of the Medical Academy of Marienburg, officially stating Exmelin being a practised physician. The latter is supposed to be a book written by Exmelin himself, concerning all matters of anatomy. More likely however, is the rumour that Exmelin was cast out from the academy of Marienburg, and that his "diploma" is nothing more than his letter of dismissal, with the book being stolen by him upon his departure.

Exmelin had luck however, for few people on Sartosa can properly read, and the officials of Marienburg were not so stupid to pursue him all the way to Sartosa and demand the pirates to hand him over. First, the "Doc" had to work day and night, for the word of him being a real surgeon quickly spread all over the island and pirates where coming from every town, village and cave. Soon, however, rumours started to spread about the doctor's brutal and often ineffective treatment. Soon, the flow of patients ebbed away. Seeing no future options on the island, Exmelin started to ask pirate captains if they were in need of a surgeon accompanying them on their journeys. Of course, they had heard of his "skills" too, but with the payment he demanded so low, the opportunity to return with more men alive convinced many of them. It is unsure if the captains make such a wise decision in this, and they tend to either turn a blind eye to the complaints of their sailors, or distribute extra shares of loot and grog to prevent any mutiny.

The "Doc" has only survived to the present day because of his "diploma", with which he manages time and again to convince his denouncers that he is indeed a practised physician, with feelings of pain after an operation being a normal thing. He had to take up additional work however, for the captains do not pay him for doing nothing until a battle starts and there are wounded to be looked after. Thus Exmelin works as a cook, carpenter and surgeon at the same time, without

actually excelling at any of these labours. He can often be seen with a blood encrusted meat cleaver, whereas the pirates are unsure whether it is the blood from their last meal or Exmelin's last patient. "Doc" Exmelin also uses a wooden mallet for his carpenting, which also does a good job at pounding meat – or narcotizing patients.

Although the good doctor often has a more dreaded appearance than the bosun or captain himself, he continues to work hard and try to improve his skills. He insists on joining the pirates in every battle, be it on land or at sea, where he usually drags some poor, unfortunate souls behind the lines in order to operate on them. Interestingly enough, his presence among any pirate crew somehow seems to help preventing them from getting injured in the first place. The various captains he served under have not yet executed him on, because, after all, "Doc" Exmelin is the best Sartosa has.

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

TROOP TYPE: Infantry (Special Character).

SPECIAL RULES: Sea Legs.

Field Surgeon: Exmelin may be placed in the rear rank of any unit he joins. At the start of his turns, he can try to "tend to" the wounded of his unit. Roll a D3; this is the number of models previously slain during the battle that may be added back into the unit.

Dreading Presence: *Exmelin is dreaded for what he does and the pirates only reluctantly fight beside him. It actually seems that his presence among the men drives them to fight more cautiously, just to avoid being in need of his treatment.*

A unit joined by Exmelin gains the Parry (6+) special rule. If they already have a Parry save, it is increased by +1. This rule has no effect on any characters in the unit.

The Surgeon's Mate: *This is a book Exmelin claims to have written himself, full with valuable tips and tricks for any surgeon. It is however debatable how true this statement is; as Doc Exmelin can be found starrng onto the same page for hours, slowly putting words and phrases together. Some debate whether or not he can actually read at all!*

Once a game, Exmelin roll a D6 when using his Field Surgeon special rule.

LORE OF THE DEEP

KISS OF THE DEEP (Lore Attribute)

No matter how far away, none can escape the Kiss of the Deep, nor breathe again with lungs full of seawater.

Whenever a spell from the Lore of the Deep is cast on an enemy unit, that unit also suffers D6 Strength 1 Hits which Ignores Armour Saves in addition to the effects of the spell.

TIDECALL (Signature Spell)

Cast on 8+

The tidal currents shall slow the foe's advance.

Tidecall is a **direct damage** spell. The caster makes a Strength 2 Breath Weapon Attack. This may be cast in close combat, following the normal rules for Breath Weapons. Until the start of the caster's next Magic Phase, any unit Hit will suffer -D6" to any Move they make as well as being Disrupted.

1. DENIZENS OF THE DEEP

Cast on 6+

All manner of creatures infests the deep, many who have never – and should never – be seen above the waves. The Wizard summons spectral version of these creatures to bite and tear at the foe.

Denizens of the Deep is a **magic missile** with a range of 24" that causes 2D6 Strength 3 Hits. The Wizard can choose to extend the range of this spell to 48". If they do so, the casting value is increased to 9+.

2. EYE OF THE STORM

Cast on 8+

The Wizard summons a mighty wind otherwise only seen during the strongest of sea storms around themselves, sheltering them against any would-be attackers.

Eye of the Storm is an **augment** spell that is cast on the Wizard and any unit they are with. Until the start of the caster's next Magic Phase, any missile fire directed from or against the Wizard or their unit suffer -1 To Hit. Any missile attacks that do not roll to Hit must first roll a 4+ on a D6 to be able to target the unit. Any unit in base contact with the Wizard or their unit suffer D6 Strength 5 Hits at the start of each Magic Phase.

3. WATERY GRAVE

Cast on 9+

The ground beneath the enemy turns into water, going deeper and deeper as they move, until they eventually find themselves unable to reach the bottom anymore.

Watery Grave is a **hex** spell with a range of 18". The target unit counts as moving through dangerous terrain until the start of the caster's next Magic phase. For every 4" the unit moves while the spell is in effect, the chance of them failing the test increases by +1. The Wizard can choose to extend the range of this spell to 36". If he does so, the casting value is increased to 12+.

4. FOG OF THE DAMNED

Cast on 10+

As surely as night follows day, when the mist descends, death is not far behind.

Remains in Play. *Fog of the Damned* is a **hex** spell with a range of 24". All models in the target unit suffer -1 to their Weapon Skill and Leadership. The Wizard can choose to extend the range of this spell to 48". If they do so, the casting value is increased to 13+.

5. STROMFELS' JAWS

Cast on 14+

A huge spectral maw – the very embodiment of Stromfels – erupts from the ground, swallowing any unfortunates whole in its massive jaws.

Stromfels' Jaws is a **direct damage** spell. Place the small template anywhere within 18"; it will scatter D6". Any model touched by the template takes a Strength 5 hit with the Multiple Wounds (D3) special rule. The Wizard can choose to increase the power of this spell to use the large template instead. If they do so, the template scatters 2D6" and the casting value is increased to 17+.

6. KRAKEN'S PULL

Cast on 15+

Once the mighty Kraken's tentacles take hold, only the strongest can fight their way free.

Remains in Play. *Kraken's Pull* is a **magical vortex** that uses the small round template. Once the template is placed, the player then nominates the direction in which the Kraken's Pull will move. To determine how many inches the template moves, roll 3D6. Any model touched by the template must pass a Strength test suffers 1 Wound with no Armour Saves allowed. Any surviving models will have their Movement value lowered by half until the start of the caster's next Magic Phase.

In subsequent turns, *Kraken's Pull* travels in a random direction and moves a number of inches equal to 2D6. If a double is rolled in subsequent turns, *Kraken's Pull* is removed. The Wizard can choose to increase the power of this spell to use the large round template instead. If they do so, the casting value is 25+.



THE PIRATES' BOOTY

This section contains the rules and background for some of the most iconic and powerful magical artefacts used by the Pirates of Sartosa. These may be used in addition to the magic items found in the Warhammer rulebook.

PISTOLS OF KING DEATH 45 points Magic Weapon

Legend says that Black-Wyrd himself carried the Pistols of King Death. Whether he has somehow lost them or this set is a copy is unknown; whatever their origin they are an unassuming pair of pistols of Estalian make, shod in iron with a stylised skull as the only maker's mark. Thought lost when his lifeless body was thrown into the dark sea, they seem to make their way to any pirate lord who is destined for great things... or destined for an eternity in hell. This brace of pistols fires without recourse to powder, although they still need shot, thus they are unaffected by being wet. The pistol shows signs of wear and exposure to the elements, but its walnut stock, nickel plated barrel, and gold accents are of fine craftsmanship, and its mechanisms still move with precision.

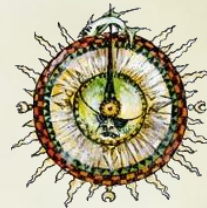
Brace of Pistols. All failed To Hit and To Wound rolls with these Pistols may be re-rolled. This includes both close combat and shooting attacks.



LUCKY LEVI'S HOOK HAND 45 points Magic Weapon

Pirates who have lost a hand or arm due to injury can be fitted with a sharpened metal hook. One such pirate was Lucky Levi, so called for the many wounds he had survived during his career. But while he had lost a leg, an eye, and most of his wits, it was the hook replacing his lost hand that would become the most famous of his possessions. This crude but effective piratical prosthetic allows its wielder to strike with inhuman strength, telling of its magical powers.

Additional hand weapon. All attacks with this hook are made at +2 Strength.



THE BLOODY NORA 40 points Magic Weapon

Order is often maintained aboard the ship with the threat of the lash. In battle the long barbed whip of the Cat o' Nine Tails is also seen, but this time dealing out punishment to the enemy! The vicious Bloody Nora is crueller than any other, lashing out at the pirate's enemies. In the hands of a skilled wielder, it will tear at a multitude of foes with a single stroke.

The wielder of this weapon gains D3+2 Extra Attacks on any turn he charges, and gives him +2 Extra Attacks in subsequent rounds.

SLOPPY CRUICKSHANK'S LONG-LOST CUTLASS 35 points Magic Weapon

The Prince of Trantio awarded this cutlass to Sloppy Cruickshank, the Admiral of the Royal Navy at the time, for his skill in battle. Immediately after receiving this great boon, Cruickshank set the palace ablaze, stole the fastest ship in the fleet, and began his life of piracy on the high seas. Being Sloppy Cruickshank's favourite weapon, this cutlass made the pirate captain the toast of a hundred drinking dens.

The first attack directed towards the wielder in each round of Close Combat automatically misses. In addition, he gains +1 to Hit and the Armour Piercing special rule.

BLOODY BILL'S BUCKLER
Magic Armour

35 points

Bloody Bill's rampage was successful if short-lived, no doubt thanks to his famous enchanted buckler that he always carried into battle. This small shield allowed him to counter almost any attack made by either axe or blade with little effort. Unfortunately for Bill, it didn't save him from the cannon ball that tore his head clean off...

Buckler. The wielder gains the Parry (6+) special rule, and any enemy attempting to strike him in Close Combat suffers -1 To Hit.



DEAD MAN'S CHEST
Enchanted Item

65 points

Who knows what treasures are locked away within the Dead Man's Chest? Presumably the Pirates do, for they rally to it like the Reiksguard to the Imperial colours. It is said however, that its contents are cursed, and will damn anyone that takes from it with the curse of Undeath until its contents are returned...

One use only. The Dead Man's chest can be opened at the start of any Sartosan turn as long as the model carrying it is not in close combat. When used, the character and the unit he with gains the Animated Construct, Fear, and Unstable special rules; for all intents and purposes, the unit is now Undead for the remainder of the battle. In addition, it adds +1 to their Combat Resolution.

GENTLEMAN JENKIN'S TRUSTY COMPASS
Enchanted Item

30 points

Built hundreds of years ago in the far off land of Cathay, the thin needle almost always points south. On some occasions, however, it spins like a top, landing on a single point. Does it point towards the holder's fortune, or his doom? Gentleman Jenkins was said to have voyaged the length (and depths) of the six seas, all thanks to his trusty compass. The privateer captain Gentleman Jenkins carried his trusty compass of wizard manufacture with him everywhere, relying on its ability to give him a heading. None knows what exactly the compass pointed to, but often it would lead Jenkins to dive deep under the seas until one day, only the compass floated back.

The character, and one unit of his choice that he may join, may deploy as Scouts. In addition, they may re-roll all failed rolls to Reform during the Battle.

WHALEBONE CHARM
Talisman

30 points

Superstitious inhabitants of the Old World often bedeck themselves with various lucky charms and trinkets, and sailors are no exception. Sailors particularly prize Scrimshaw charms formed from Whalebone, paying Hedge Wizards to enchant them or seeking a Priest of a nautical god, such as Manann, to bless them. Carved from the remains of a mighty whale, the charm is whittled with care and said to bring luck to anyone who wears it. Who knows, there might be something to it.

One use only. When used, enemies must re-roll successful rolls To Wound against the wearer for the duration of the turn. In addition, when the wearer would normally lose his last Wound, this is automatically negated on a 2+.

POLLY THE PARROT
Talisman

20 points

Squawk! Pieces of Eight! Pieces of Eight! A well trained parrot is excellent at distracting opponents, either by shouting out loud at them or flying around getting in their way. How this old parrot has survived so long only the gods know, but it has been the lucky mascot for many a pirate captain over the years.

All enemies attempting to strike the owner must re-roll 6's To Hit in close combat. In addition, the owner gains a Ward save (3+) against War Machines.

THE JOLLY ROGER
Magic Standard

55 points

Ah, the sight of the Jolly Roger waving in the wind is enough to bring a tear to the eye of even the toughest old salty dog. The vessels of the Pirate fleet fly a bewildering array of flags, but pirates aren't the most original of artists. Thus, each tends to display some variation on the skull and crossbones device. This white-and-black naval ensign displays the grinning skull and crossed manacles of King Death. While the flag feels as sleek as silk, the material is stronger than the toughest sail canvas.

The unit carrying this standard causes Fear and gains the Devastating Charge special rule.

"They came aboard, all blades and screams. We didn't have any fight in us, and they took our provisions, our extra sails, all of our tools, and our fat sot of a captain's gold. Then they asked who the chief carpenter was. When everyone looked my way, they clapped hands on me and dragged me across to their ship. That was one year, ten battles, and twice as many ports ago. Had I known that I'd be better off on a pirate's ship than on a merchant's vessel..."

-Karl Heiss, former carpenter, now pirate





THE SARTOSAN ARMY LIST

The pirates of Sartosa are the terror of the seas, their fleets always a threat to unsuspecting ships traveling on the treacherous waters. As captain of the pirate fleet, it is through your discipline and leadership that the pirate crew is held together, ready to sow chaos!

This section of the book helps you turn your collection of Pirate miniatures into an army of blood-thirsty sea rovers, ready for a tabletop battle. At the back of this section, you will also find a summary page, which lists every unit's characteristics profile, for quick and easy reference during your games of Warhammer.

USING THE ARMY LIST

The army list is used alongside the 'Choosing an Army' section of the Warhammer rulebook to pick a force ready for battle. Over the following pages you will find an entry for each of the models in your army. These entries give you all of the gaming information that you need to shape your collection of models into the units that will form your army. Amongst other things, they will tell you what your models are equipped with, what options are available to them, and their points costs.

UNIT CATEGORIES

As described in the Warhammer rulebook, the units in the army list are organised into five categories: Lords, Heroes, Core Units, Special Units and Rare Units.

ARMY LIST ENTRIES

Each army list entry contains all the information you need to choose and field that unit at a glance, using the following format:

PIRATE CREW										4 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Pirate	4	3	3	3	3	1	3	1	7	Infantry
Scallywag	4	3	3	3	3	1	3	2	7	Infantry

Unit Size: 10+

Special Rules:

Equipment:

- Hand weapon

- Dirty Fighting
- Sea Legs

Options:

- May upgrade one Pirate to a Scallywag.....10 points
- May upgrade one Pirate to a Sea Shanty Singer.....10 points
- May upgrade one Pirate to a standard bearer.....10 points
 - May take a magic standard worth up to.....25 points
- The entire unit may be armed with one of the following:
 - Bucklers.....1 point per model
 - Additional hand weapons.....1 point per model
 - Pistols.....4 points per model
 - Polearms.....2 points per model
 - Great weapons.....2 points per model
- The entire unit may be armed with throwing weapons.....1 point per model
- The unit may include one of the following Masters and Idlers:
 - Bosun.....20 points
 - Look-Out.....5 points
 - Master Gunner.....15 points
 - Navigator.....20 points



- Name.** The name by which the unit or character is identified.
- Profiles.** The characteristic profiles for the model(s) in each unit are provided as a reminder. Where several profiles are required these are also given, even if they are optional (such as unit champions).
- Troop Type.** Each entry specifies the troop type of its models (e.g. 'infantry, monstrous cavalry' and so on).

- Points value.** Every miniature in the Warhammer range costs an amount of points that reflects how effective it is on the battlefield.
- Unit Size.** This specifies the minimum size for each unit, which is the smallest number of models needed to form that unit. In some cases units also have a maximum size, or can even comprise just a single model.
- Equipment.** This is a list of the standard weapons and armour for that unit. The cost of these items is included in the basic points value.

- Special Rules.** Many troops have special rules that are fully described earlier in this book or in the Warhammer rulebook. The names of these rules are listed here as a reminder.
- Options.** This is a list of optional weapons and armour; mounts, magic items and other upgrades for units or characters, including the points cost for each particular option. Many unit entries include the option to upgrade a unit member to a champion, standard bearer or musician. Some units may carry a magic standard or take magic items at a further points cost.

LORDS

CARMEN SICILIERI, THE PIRATE PRINCESS

275 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Carmen Sicilieri	4	6	5	4	4	3	6	5	9	Infantry (Special Character, Pirate Lord)

Equipment:

- Brace of pistols
- Light armour

Magic Items:

- Tidebreaker
- The Blasted Skull

Special Rules:

- Booming Voice
- Dirty Fighting
- Fear
- Pirate Princess
- Sea Legs

JAEGO ROTH, CAPTAIN OF THE HELDENHAMMER

205 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Jaego Roth	4	5	5	4	4	3	5	3	9	Infantry (Special Character, Pirate Lord)

Equipment:

- Hand weapon
- Repeater pistol
- Light armour

Magic Items:

- Arcane Moondial
- Indigo Roth's Sea Chart
- Arabyan Spy-glass

Special Rules:

- Booming Voice
- Captain of the Heldenhammer
- Sea Legs
- Will of Steel



ARANESSA SALTSPITE, THE QUEEN OF TIDES

250 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Aranessa	4	6	5	4	4	3	6	4	9	Infantry (Special Character, Pirate Lord)

Equipment:

- Pistol

Magic Items:

- Kraken's Bane

Special Rules:

- Booming Voice
- Dirty Fighting
- Blessed of Manann
- Sea Legs
- Spearfisher's Net

GIACCHINO DE FALCO, THE CRAZED CAPTAIN

160 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Giacchino	4	6	5	4	4	3	6	4	6	Infantry (Special Character, Pirate Captain)

Equipment:

- Pistol

Magic Items:

- The Caitiff's Cutlass
- Lucky Charms

Special Rules:

- Any Man who Falls Behind is Left Behind
- Dirty Fighting
- Sea Legs
- One Bullet, One Shot
- Strange and Confused

LORDS

PIRATE LORD

110 points

Profile

Pirate Lord

M WS BS S T W I A Ld

4 6 5 4 4 3 6 4 9

Troop Type

Infantry (Character)

Equipment:

- Hand weapon

Special Rules:

- Booming Voice
- Dirty Fighting
- Sea Legs

Options:

- May be armed with one of the following:
 - Buckler.....3 points
 - Additional hand weapon.....3 points
 - Great weapon.....8 points
- May be armed with one of the following:
 - Pistol.....5 points
 - Brace of pistols.....8 points
 - Handgun.....5 points
 - Blunderbuss.....5 points
 - Throwing weapons.....2 points
- May wear light armour.....3 points
- May take magic items up to a total of.....100 points



SORCERER LORD

165 points

Profile

Sorcerer Lord

M WS BS S T W I A Ld

4 3 3 3 4 3 3 1 8

Troop Type

Infantry (Character)

Note: A Sorcerer Lord may never be the army's General.

Equipment:

- Hand weapon

Magic:

A Sorcerer Lord is a Level 3 Wizard who uses spells from the Lore of Fire, Lore of Metal, Lore of the Heavens, Lore of Death, Lore of Shadows or Lore of the Deep.

Options:

- May be upgraded to Level 4 Wizard.....35 points
- May take magic items up to a total of.....100 points

Special Rules:

- Sea Legs



HEROES

KRUSHER THE ANCHORMAN

180 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Krusher	4	5	4	5	5	4	3	4	8	Monstrous Infantry (Special Character)
Giant Parrot	-	2	-	2	-	-	2	1	-	-

Equipment:

- Light armour
- Brace of handguns

Magic Items:

- Lucky Smasher

Special Rules:

- Impact Hits (1)
- Immunity (Psychology)
- Giant Parrot
- Sea Legs

FLEUR AND ESTELLA

150 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Estella	4	5	4	4	4	2	5	3	8	Infantry (Special Character)
Fleur	4	4	5	4	4	2	4	2	7	Infantry (Special Character)

Equipment (Fleur):

- Hand weapon
- Brace of pistols

Equipment (Estella):

- Two hand weapons
- Pistol

Special Rules:

- Dirty Fighting
- Sea Legs
- Pistolier Extraordinaire
- Princess of Parries
- Protective

MR BILL

90 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Mr Bill	4	4	4	4	4	2	4	2	8	Infantry (Special Character)
Lizzy	-	2	3	2	-	-	2	1	-	-

Equipment:

- Hand weapon
- Handgun
- Blunderbuss
- Pistol
- Hook Iron-fist
- Swivel Gun

Special Rules:

- Hook-Iron Fist
- Lizzy
- Quartermaster
- Sea Legs



DOCTOR "DOC" EXMELIN

95 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
"Doc" Exmelin	4	3	3	3	3	2	3	1	7	Infantry (Special Character)

Equipment:

- Hand weapon

Special Rules:

- Dreading Presence
- Field Surgeon
- Sea Legs
- The Surgeon's Mate

HEROES

PIRATE CAPTAIN

60 points

Profile

Pirate Captain

M	WS	BS	S	T	W	I	A	Ld	Troop Type
4	5	5	4	4	2	5	3	8	Infantry (Character)

Equipment:

- Hand weapon

Special Rules:

- Booming Voice
- Dirty Fighting
- Sea Legs

Options:

- May be armed with one of the following:
 - Buckler.....2 points
 - Additional hand weapon.....2 points
 - Great weapon.....6 points
- May be armed with one of the following:
 - Pistol.....3 points
 - Brace of pistols.....6 points
 - Handgun.....5 points
 - Blunderbuss.....5 points
 - Throwing weapons.....2 points
- May wear light armour.....2 points
- May take magic items up to a total of.....50 points



PIRATE SORCERER

65 points

Profile

Pirate Sorcerer

M	WS	BS	S	T	W	I	A	Ld	Troop Type
4	3	3	3	3	2	3	1	8	Infantry (Character)

Note: A Pirate Sorcerer may never be the army's General.

Equipment:

- Hand weapon

Magic:

A Pirate Sorcerer is a Level 1 Wizard who uses spells from the Lore of Fire, Lore of Metal, Lore of the Heavens, Lore of Death, Lore of Shadows or Lore of the Deep.

Options:

- May be upgraded to Level 2 Wizard.....35 points
- May take magic items up to a total of.....50 points

Special Rules:

- Sea Legs

FIRST MATE

40 points

Profile

First Mate

M	WS	BS	S	T	W	I	A	Ld	Troop Type
4	4	4	4	4	2	4	2	8	Infantry (Character)

Note: You may have one First Mate for every Pirate Captain or Pirate Lord in your army. They may not be the army's General.

Equipment:

- Hand weapon

Special Rules:

- Sea Legs
- Dirty Fighting
- Almost Loyal

Options:

- May be armed with one of the following:
 - Buckler.....2 points
 - Additional hand weapon.....2 points
 - Great weapon.....4 points
- May be armed with one of the following:
 - Pistol.....3 points
 - Brace of pistols.....6 points
 - Handgun.....5 points
 - Blunderbuss.....5 points
 - Throwing weapons.....2 points
- May wear light armour.....2 points
- May take magic items up to a total of.....25 points

ARMY BATTLE STANDARD

One First Mate in the army may carry the Battle Standard for +25 points. The Battle Standard Bearer can have a magic banner (no points limit). However, a model carrying a magic standard can only carry other magic items up to a total 25 points.

CORE UNITS

PIRATE CREW

4 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Pirate	4	3	3	3	3	1	3	1	7	Infantry
Scallywag	4	3	3	3	3	1	3	2	7	Infantry

Unit Size: 10+

Special Rules:

- Dirty Fighting
- Sea Legs

Equipment:

- Hand weapon



Options:

- May upgrade one Pirate to a Scallywag.....10 points
- May upgrade one Pirate to a Sea Shanty Singer.....10 points
- May upgrade one Pirate to a standard bearer.....10 points
 - May take a magic standard worth up to.....25 points
- The entire unit may be armed with one of the following:
 - Bucklers.....1/2 point per model
 - Additional hand weapons.....1 point per model
 - Pistols.....4 points per model
 - Polearms.....2 points per model
 - Great weapons.....2 points per model
- The entire unit may be armed with throwing weapons.....1 point per model
- The unit may include one of the following Masters and Idlers:
 - Bosun.....20 points
 - Look-Out.....5 points
 - Master Gunner.....15 points
 - Navigator.....20 points

DECK GUNNERS

9 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Deck Gunner	4	3	3	3	3	1	3	1	7	Infantry
Sharpshooter	4	3	4	3	3	1	3	1	7	Infantry

Unit Size: 10+

Special Rules:

- Dirty Fighting
- Sea Legs

Equipment:

- Hand weapon
- Handgun

Options:

- May upgrade one Deck Gunner to a Sharpshooter.....10 points
- May upgrade one Deck Gunner to a Sea Shanty Singer.....10 points
- May upgrade one Deck Gunner to a standard bearer.....10 points
 - May take a magic standard worth up to.....25 points
- The entire unit may swap handguns for blunderbusses.....free
- The unit may include one of the following Masters and Idlers:
 - Bosun.....20 points
 - Look-Out.....5 points
 - Master Gunner.....20 points
 - Navigator.....20 points

BUCCANEERS

6 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Buccaneer	4	4	3	3	3	1	4	1	7	Infantry
Swashbuckler	4	4	3	3	3	1	4	2	7	Infantry

Unit Size: 10+

Special Rules:

- Dirty Fighting
- Sea Legs
- Skirmishers
- Swashbucklers

Equipment:

- Hand weapon

Options:

- May upgrade one Buccaneer to a Swashbuckler.....10 points
- May upgrade one Buccaneer to a Sea Shanty Singer.....10 points
- The entire unit may be armed with one of the following:
 - Bucklers.....1/2 point per model
 - Additional hand weapons.....1 points per model
- The entire unit may be armed with throwing weapons.....1 point per model

CORE UNITS

HARPOONERS

6 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Harpooner	4	3	3	3	3	1	3	1	7	Infantry
Leviathan Slayer	4	3	4	3	3	1	3	1	7	Infantry

Unit Size: 10+

Special Rules:

Options:

Equipment:

- Hand weapon
- Javelin

- Dirty Fighting
- Sea Legs
- Skirmishers

- May upgrade one Harpooner to a Leviathan Slayer.....10 points
- A Leviathan Slayer may be armed with a Harpoon Launcher.....10 points
- May upgrade one Harpooner to a Sea Shanty Singer.....10 points

SWABBIES

3 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Swabbie	4	2	2	3	3	1	3	1	6	Infantry
Press Ganger	4	3	3	3	3	1	3	2	7	Infantry

Unit Size: 10+

Special Rules:

Options:

Equipment:

- Hand weapon

- Expendable

- Must upgrade one Swabbie to a Press Ganger.....15 points
- The entire unit may be armed with additional hand weapons.....1 point per model
- The entire unit may be armed with throwing weapons.....1/2 point per model



SPECIAL UNITS

SHIP'S MATES

7 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Mate	4	4	4	3	3	1	4	1	8	Infantry
Deck Master	4	4	4	3	3	1	4	2	8	Infantry

Note: You may have one unit of Ship's Mates for each Pirate Captain or Pirate Lord in your army.

Unit Size: 10+

Special Rules:

Options:

Equipment:

- Hand weapon

- Almost Loyal
- Dirty Fighting
- Sea Legs

- May upgrade one Ship's Mate to a Deck Master.....10 points
- May upgrade one Ship's Mate to a Sea Shanty Singer.....10 points
- May upgrade one Ship's Mate to a standard bearer.....10 points
 - A Ship's Mate unit with a standard bearer may take a magic standard worth up to.....50 points
- The entire unit may be armed with one of the following:
 - Additional hand weapons.....1 point per model
 - Bucklers.....1/2 point per model
 - Great weapons.....2 points per model
 - Pistols.....4 points per model
- The entire unit may be armed with throwing weapons.....1 point per model
- The entire unit may wear light armour.....1 point per model
- The unit may include one of the following Masters and Idlers:
 - Bosun.....20 points
 - Look-Out.....5 points
 - Master Gunner.....15 points
 - Navigator.....20 points



POWDER MONKEYS

10 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Powder Monkey	4	3	3	3	3	1	3	1	7	Infantry
Gun Nut	4	3	4	3	3	1	3	1	7	Infantry

Unit Size: 10+

Special Rules:

Options:

Equipment:

- Brace of Pistols

- Dirty Fighting
- Sea Legs
- Festooned with Pistols

- May upgrade one Powder Monkey to a Gun Nut.....10 points
- May upgrade one Powder Monkey to a Sea Shanty Singer.....10 points
- May upgrade one Powder Monkey to a standard bearer...10 points
 - May take a magic standard worth up to.....25 points
- The unit may include one of the following Masters and Idlers:
 - Bosun.....20 points
 - Look-Out.....5 points
 - Master Gunner.....15 points
 - Navigator.....20 points



GROG LUBBERS

5 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Grog Lubber	4	2	2	3	3	1	2	1	7	Infantry
Grogmaster	4	2	2	3	3	1	2	2	7	Infantry

Unit Size: 10+

Special Rules:

Options:

Equipment:

- Hand weapon

- Combustible Breath
- Hard Stuff

- May upgrade one Grog Lubber to a Grogmaster.....10 points
- May upgrade one Grog Lubber to a Sea Shanty Singer.....10 points
- May upgrade one Grog Lubber to a standard bearer.....10 points
- The entire unit may be armed with Grog Grenades...3 points per model

SPECIAL UNITS

DWARF SEA DOGS

10 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Sea Dog	3	4	3	3	4	1	3	1	10	Infantry
Sea Rover	3	4	3	3	4	1	3	2	10	Infantry

Unit Size: 10+

Special Rules:

- Ancestral Grudge
- Sea Legs
- Relentless
- Unbreakable

Equipment:

- Hand weapon

Options:

- May upgrade one Sea Dog to a Sea Rover.....10 points
- May upgrade one Sea Dog to a Sea Shanty Singer.....10 points
- May upgrade one Sea Dog to a standard bearer.....10 points
 - May take a magic standard worth up to.....25 points
- The entire unit may be armed with one of the following:
 - Additional hand weapons.....1 point per model
 - Pistols.....4 points per model
 - Great weapons.....2 points per model
- The entire unit may be armed with throwing weapons...1 point per model

ORC FREEBOOTERZ

5 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Orc Freebooter	4	3	3	3	4	1	2	1	7	Infantry
Orc Kaptin	4	3	3	3	4	1	2	2	7	Infantry

Unit Size: 10+

Special Rules:

- Orc Animosity
- Sea Legs
- Strength Bonus (1)

Equipment:

- Hand weapon

Options:

- May upgrade one Orc Freebooter to an Orc Kaptin.....10 points
- May upgrade one Orc Freebooter to a musician.....10 points
- May upgrade one Orc Freebooter to a standard bearer.....10 points
- The entire unit may choose one of the following:
 - Bucklers.....1/2 point per model
 - Additional hand weapons.....1 point per model
 - Pistols.....4 points per model



NORSE REAVERS

7 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Norse Reaver	4	4	3	3	3	1	4	1	7	Infantry
Helmsman	4	4	3	4	3	1	4	2	7	Infantry

Unit Size: 10+

Special Rules:

- Blood Rage
- Sea Legs

Equipment:

- Hand weapon
- Light armour

Options:

- May upgrade one Norse Reaver to a Helmsman.....10 points
- May upgrade one Norse Reaver to a musician.....10 points
- May upgrade one Norse Reaver to a standard bearer.....10 points
 - May take a magic standard worth up to.....25 points
- The entire unit may be armed with one of the following:
 - Additional hand weapons.....1 point per model
 - Great weapons.....2 points per model
- The entire unit may take shields.....1 point per model

SPECIAL UNITS

WOKOU RAIDERS											5 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type	
Wokou Raider	4	4	3	3	3	1	4	1	7	Infantry	
Shanghai'er	4	4	3	3	3	1	4	2	7	Infantry	

Unit Size: 10+

Special Rules:

Options:

Equipment:

- Hand weapon

- Ambushers
- Sea Legs

- May upgrade one Wokou Raider to a Shanghai'er.....10 points
- May upgrade one Wokou Raider to a musician.....10 points
- May upgrade one Wokou Raider to a standard bearer.....10 points
 - May take a magic standard worth up to.....25 points
- The entire unit may be armed with one of the following:
 - Additional hand weapons.....1 points per model
 - Bows.....2 points per model
 - Oriental longswords.....2 points per model

SONS OF STROMFELS											42 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type	
Son of Stromfels	6	4	0	5	4	3	3	3	7	Monstrous Infantry	
Stromfels' Chosen	6	4	0	5	4	3	3	4	7	Monstrous Infantry	

Unit Size: 3+

Special Rules:

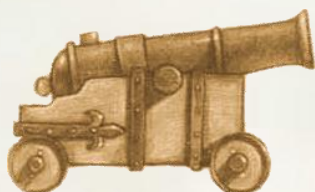
Options:

Equipment:

- Hand weapon

- Aquatic
- Bloodlust
- Killing Blow

- May upgrade one Son of Stromfels to a Stromfels' Chosen.....10 points
- The entire unit may be armed with polearms.....6 points per model



DECK CANNONS											85 points
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type	
Deck Cannon	-	-	-	-	7	3	-	-	-	War Machine (Cannon)	
Crew	4	3	3	3	3	1	3	1	7	-	

Unit Size: 1

Equipment:

Options:

Crew: 3

- Hand weapon

- May include a Master Gunner.....15 points
- May take one of the following:
 - Chain Shot.....20 points
 - Heat Shot.....10 points

SWIVEL GUNNERS											15 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type	
Swivel Gunner	4	3	3	3	3	1	3	1	7	Infantry	

Unit Size: 3-10

Equipment:

Special Rules:

- Hand weapon
- Swivel gun

- Sea Legs
- Skirmishers

RARE UNITS

SEA SERPENT RIDERS

47 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Sea Serpent Rider	4	4	3	3	3	1	4	1	8	Monstrous Cavalry
Storm Rider	4	4	3	3	3	1	4	2	8	Monstrous Cavalry
Sea Serpent	7	3	0	5	4	3	3	3	6	-

Unit Size: 3+

Special Rules:

Options:

Equipment:

- Hand weapon
- Polearm

- Aquatic
- Natural Armour (6+)
- Poisoned Attacks (Sea Serpent only)
- Tail Whip

- May upgrade one Sea Serpent Rider to a Storm Rider.....10 points
- May upgrade one Sea Serpent Rider to a Sea Shanty Singer..10 points
- May upgrade one Sea Serpent Rider to a standard bearer.....10 points
- May take a magic standard worth up to.....50 points
- The entire unit may be armed with pistols.....3 points per model
- The entire unit may wear light armour.....3 points per model

DARK MAIDENS

43 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Dark Maiden	4	4	0	4	5	3	2	3	5	Monstrous Infantry
Shipwreck Angel	4	4	0	4	5	3	2	4	5	Monstrous Infantry

Unit Size: 3+

Special Rules:

Options:

Equipment:

- Two hand weapons

- Aquatic
- Flammable
- Maiden's Chant
- Unstable

- May upgrade one Dark Maiden to a Shipwreck Angel.....10 points



FLYING GALLEY

80 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Flying Galley	-	-	-	4	5	5	-	-	-	Chariot (Armour Save 4+)
Crew	-	3	3	3	-	-	3	1	7	-

Unit Size: 1

Crew: 3 Crewmen

Equipment:

- Hand weapon
- 2 Swivel Guns

Special Rules:

- Flammable
- Fly (6)
- Swivel Guns

HELL-HAMMER CANNON

140 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Deck Cannon	-	-	-	-	7	5	-	-	-	War Machine (Great Cannon)
Crew	4	3	3	3	3	1	3	1	7	-

Unit Size: 1

Equipment:

- Hand weapon

Special Rules:

- Cumbersome
- Hell-Hammer

Options:

- May be upgraded to an Ironfist Mortar.....20 points
- May be upgraded to a Triple Barrel Cannon.....40 points
- May include a Master Gunner.....15 points

Crew: 5 Crewmen

RARE UNITS

TURTIGON BATTLE PLATFORM

310 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Turtigon	5	3	0	6	6	6	1	4	6	Monster
Crew	-	4	3	3	-	-	3	1	7	-

Unit Size: 1

Equipment:

Special Rules:

Crew: 3 Crewmen

- Hand weapon
- Cannon

- Aquatic
- Cannon Tower
- Fiery Breath
- Loss of Heads
- Massive Beak
- Natural Armour (2+)
- Stubborn



SEA GIANT

200 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Sea Giant	6	3	0	6	6	6	3	5	10	Monster

Unit Size: 1

Equipment:

Special Rules:

- Hand weapon

- Anchor Smash
- Aquatic
- Immunity (Psychology)
- Natural Armour (6+)
- Stubborn



SUMMARY

LORDS	M	WS	BS	S	T	W	I	A	Ld	Type
Aranessa	4	6	5	4	4	3	6	4	9	In
Carmen Sicilieri	4	6	5	4	4	3	6	5	9	In
Giacchino	4	6	5	4	4	3	6	4	6	In
Jaego Roth	4	5	5	4	4	3	5	3	9	In
Pirate Lord	4	6	5	4	4	3	6	4	9	In
Sorcerer Lord	4	3	3	3	4	3	3	1	8	In
Aranessa	4	6	5	4	4	3	6	4	9	In

HEROES	M	WS	BS	S	T	W	I	A	Ld	Type
"Doc" Exmelin	4	3	3	3	3	2	3	1	7	In
Estella	4	5	4	4	4	2	5	3	8	In
Fleur	4	4	5	4	4	2	4	2	7	In
First Mate	4	4	4	4	4	2	4	2	8	In
Krusher	4	5	4	5	5	4	3	4	8	MI
- Giant Parrot	-	2	-	2	-	-	2	1	-	-
Mr Bill	4	4	4	4	4	2	4	2	8	In
- Lizzy	-	2	3	2	-	-	2	1	-	-
Pirate Captain	4	5	5	4	4	2	5	3	8	In
Pirate Sorcerer	4	3	3	3	3	2	3	1	8	In

CORE UNITS	M	WS	BS	S	T	W	I	A	Ld	Type
Buccaneer	4	4	3	3	3	1	4	1	7	In
- Swashbuckler	4	4	3	3	3	1	4	2	7	In
Deck Gunner	4	3	3	3	3	1	3	1	7	In
- Sharpshooter	4	3	4	3	3	1	3	1	7	In
Harpooner	4	3	3	3	3	1	3	1	7	In
- Leviathan Slayer	4	3	4	3	3	1	3	1	7	In
Pirate	4	3	3	3	3	1	3	1	7	In
- Scallywag	4	3	3	3	3	1	3	2	7	In
Swabbie	4	2	2	3	3	1	3	1	6	In
- Press Ganger	4	3	3	3	3	1	3	2	7	In

SPECIAL UNITS	M	WS	BS	S	T	W	I	A	Ld	Type
Deck Cannon	-	-	-	-	7	3	-	-	-	WM
- Crew	4	3	3	3	3	1	3	1	7	-
Grog Lubber	4	2	2	3	3	1	2	1	7	In
- Grogmaster	4	2	2	3	3	1	2	2	7	In
Mate	4	4	3	3	3	1	4	1	8	In
- Deck Master	4	4	3	3	3	1	4	2	8	In
Norse Raider	4	4	3	3	3	1	4	1	7	In
- Helmsman	4	4	3	4	3	1	4	2	7	In
Orc Freebooter	4	3	3	3	4	1	2	1	7	In
- Orc Kaptin	4	3	3	3	4	1	2	2	7	In
Powder Monkey	4	3	3	3	3	1	3	1	7	In
- Gun Nut	4	3	4	3	3	1	3	1	7	In
Sea Dog	3	4	3	3	4	1	3	1	10	In
- Sea Rover	3	4	3	3	4	1	3	2	10	In
Son of Stromfels	6	4	0	5	4	3	3	3	7	MI
- Stromfels' Chosen	6	4	0	5	4	3	3	4	7	MI
Swivel Gunner	4	3	3	3	3	1	3	1	7	In
Wokou Raider	4	4	3	3	3	1	4	1	7	In
- Shanghai'er	4	4	3	3	3	1	4	2	7	In

RARE UNITS	M	WS	BS	S	T	W	I	A	Ld	Type
Dark Maiden	4	4	0	4	5	3	2	3	5	MI
- Shipwreck Angel	4	4	0	4	5	3	2	4	5	MI
Flying Galley	-	-	-	4	5	5	-	-	-	Ch
- Crew	-	3	3	3	-	-	3	1	7	-
Hell-Hammer	-	-	-	-	7	5	-	-	-	WM
- Crew	4	3	3	3	3	1	3	1	7	-
Sea Giant	6	3	0	6	6	6	3	5	10	Mo
Sea Serpent Rider	4	4	3	3	3	1	4	1	8	MC
- Storm Rider	4	4	3	3	3	1	4	2	8	MC
- Sea Serpent	7	3	0	5	4	3	3	3	6	-
Turtigon	5	3	0	6	6	6	1	4	6	Mo
-Crew	-	4	3	3	-	-	3	1	7	-

Troop Type Key: In = *Infantry*, WB = *War Beast*, Ca = *Cavalry*, MI = *Monstrous Infantry*, MB = *Monstrous Beast*, MC = *Monstrous Cavalry*, Mo = *Monster*, Ch = *Chariot*, Sw = *Swarms*, Sh = *Shrine*, WM = *War Machine*.



*"Pirates rule the seas, hooray! we sing and drink and fight
The freedom of the open seas is ours day and night
We care not for authority, we care not for the law
We're pirates, we want booty, gold and rum and so much
more!"*

- Pirate Sea Shanty







PIRATES OF SARTOSA

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