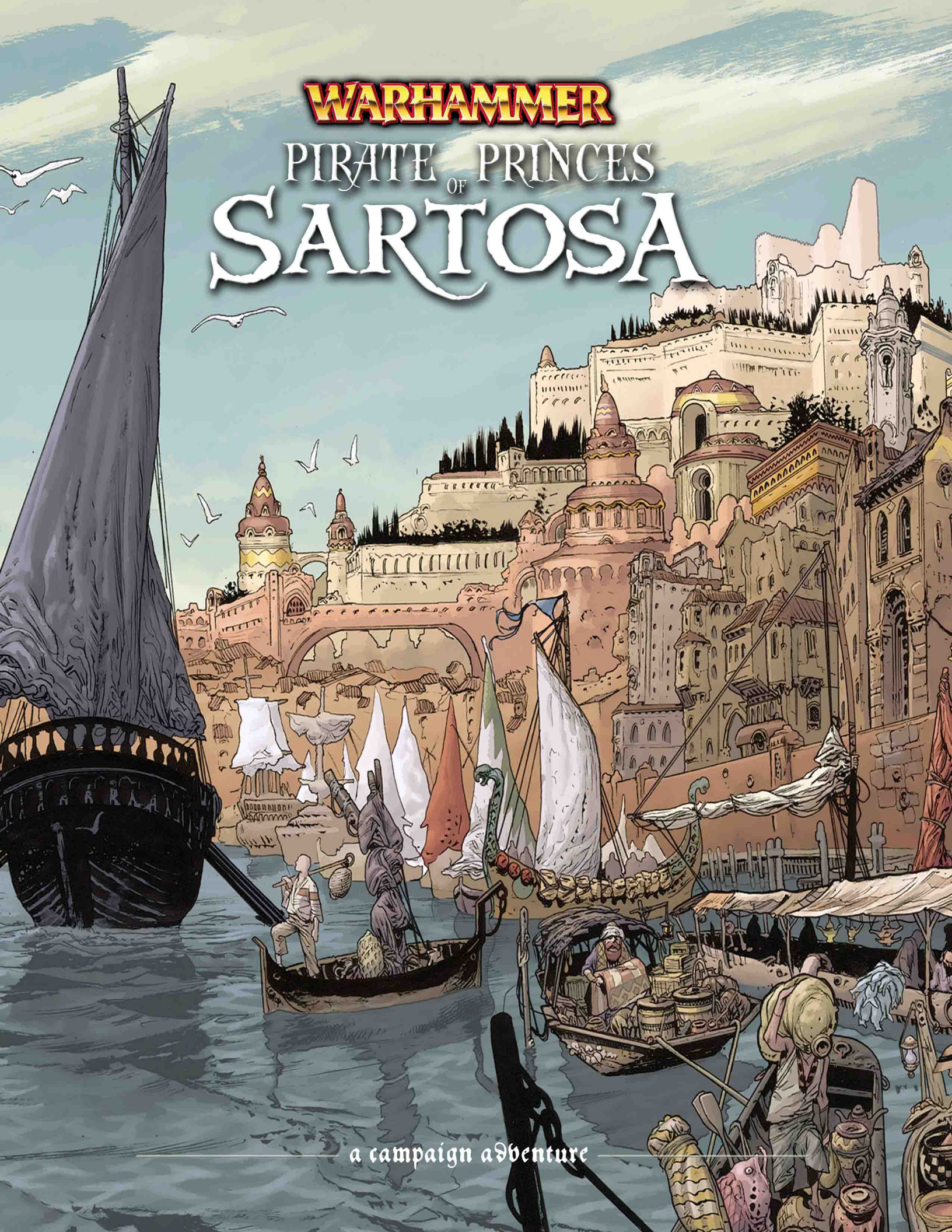
WARHAMMER
PIRATE PRINCES OF
SARTOSA
a campaign adventure

# PIRATE PRINCES OF SARTOSA

## a campaign adventure

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# Getting Started

## Introduction

**What is a Pirate Princes of Sartosa Campaign?**
A campaign is a series of Warhammer battles tied together through RPG elements. Each Pirate Princes of Sartosa campaign takes place over the course of seven turns on a predetermined hex map of the island of Sartosa, and is intended to be a manageable, low-points campaign that can be played over the course of a weekend or a few sessions.

Each turn, players roll for random events, move their warbands around the island, visit cities and points of interest, collect and turn in quests, hire special campaign characters, and fight to gain renown in the pirate underworld.

To play this supplement, you will need a copy of the Warhammer Fantasy Battles rulebook, a hex map system and counters, and each player will need a Warhammer army and its corresponding army book. The group should also have additional miscellaneous models to represent the varied characters they may recruit. Finally, the playgroup will need to elect a campaign master to serve as arbiter and organizer.

**A Pirate's Life for Me**
*Known for its status as the lawless hub of a vast seafaring criminal network, the island of Sartosa harbors countless pirates, thieves, fugitives, exiles, and all manner of dishonest souls. Fiercely independent, Sartosa is ruled solely by anarchy and strength of force, and here, no force is stronger than that of the pirates. It is not uncommon for pirate lords to fight amongst themselves, vying for the title of Pirate King, fleeting as it may be.*

*This lawlessness makes Sartosa neutral ground, and pirate captains may dock at Sartosan ports free from worry of traditional law. This freedom also means that safety is not guaranteed, and the meeting of rival pirate captains or entire crews can prove explosive.*

*Currently, many of the most powerful pirate lords have mustered for a raid down the coast of Araby, leaving Sartosa open to any crews brave enough to explore the island and make a name for themselves. Seize the opportunity and rise a Pirate King!*

**Warbands Campaign**
This supplement is designed to be played as a warbands campaign in the 500 - 1000 points range, and may be played as an escalation campaign.

**Creating a Pirate Prince**
Pirate Princes of Sartosa requires each player to create a Pirate Prince – a brave captain eager for glory, infamy, respect, and wealth. Each player must come up with a name and backstory for the leader of their warband.

**Creating a Warband**
Your captain will need a crew! Each player must write a single army list of the agreed upon starting points value for the campaign to represent their warband. Your Pirate Prince must always be represented within this army list by a Hero or Lord-level character that must be the army General as described in the Warhammer rule book. References to your 'Pirate Prince' always refer to your army General. Warbands may not include army book Special Characters.

Before you write your army list, be sure to read the sections on **Rule Changes** and **Special Campaign Rules**, as you will want to be aware of the limitations on certain troop types, tweaks to several rules, and a small number of entirely new mechanics that will appear in the campaign, all of which may impact your decisions.

Finally, all players will need to create two unique counters for use on the campaign map – one to represent their warband, and another to represent their ship.

**Making the Campaign Map**
This campaign is played on a predetermined hex tile map of the island of Sartosa. Playgroups are encouraged to make their own maps using Mighty Empires hex tiles or any other desired hex map system, but must mirror the map of Sartosa presented in this book, as you will be exploring specific landmarks, areas, and cities.

**Keeping Track**
Players will be earning additional character units and many special items and currency that are unique to this 'campaign adventure' system. Each player should keep track of their currency, character units, personal inventory, quests, and other progress using the Crew sheets from the back of this supplement.

**Currency**
In Pirate Princes of Sartosa you will earn two forms of currency - Gold Pieces (GP) and Relics. In this campaign, these represent the varied gold coins, precious stones, smuggled goods, finely crafted items, equipment, and other valuables you may find while adventuring, and are used to recruit and outfit new members of your crew.

**Setting Sail for Adventure**
Once you're ready to start, players places their ship and warband counters on any tile designated as a Port. Multiple players may begin at the same Port. After this, begin the campaign turn by rolling for Events.

# Rule Changes

Campaign games are played as a normal game of Warhammer, with the following changes and rules.

**Army List Composition**
Army lists must have a minimum of 4 units, including individual character models, and units must follow the army book numbers for minimum unit sizes. This campaign uses the official 8th edition errata'd points percentages for army list composition:

**Up to 50% Lords**
**Up to 50% Heroes**
**Minimum 25% Core**
**Up to 50% Special**
**Up to 25% Rare**

**Troop Types**
You may have a maximum of one unit of a restricted troop type in your list. Banned troop types are not allowed, **but are Restricted at 1000 points.**

Monstrous Beasts – **Restricted**
Unique Units – **Restricted**
Monstrous Cavalry – **Banned**
Monsters – **Banned**
Chariots – **Banned**
War Machines – **Banned**

**Character Units**
In Pirate Princes of Sartosa, character models in your army list or special campaign characters you have recruited represent the most brave, skilled, strong, or unique members of your warband - they are units, and fight alone. **They may never join or come together to form a unit.**

While moving, these models follow the rules under 'Lone Models and Movement' in the Warhammer rulebook, and are free to pivot and end their movement facing any direction.

For matters of line of sight and combat, all lone models count as having a front, rear, and flanks. When taking an action that requires sight, such as shooting or charging, use a model's front arc as your guide.

**Battle Standard Bearer**
You may choose to upgrade an eligible Hero to a Battle Standard Bearer as normal. This model follows all the rules for Battle Standard Bearers in the Warhammer rulebook, including adding +1 to Combat Resolution in close combat, despite not being allowed to join a friendly unit in this campaign.

**Wizards**
Your army list is limited to a single Wizard of up to a **maximum Wizard Level of 3**. Special Campaign Characters that you recruit to your warband who are Wizards do not count against your one Wizard limit.

**Special Campaign Characters**
Special Campaign Characters are character units, and follow all rules for Characters from the Warhammer rule book as well as the campaign-specific rules here. The Early Campaign and Late Campaign sections will specify how they may be deployed with your warband during games. Keep track of your Special Campaign Characters in your Crew sheet, and note that they do not go into or count towards the 4 unit minimum in your army list.

# Special Campaign Rules

**Stealth(*)**
Models with the Stealth(*) special campaign rule begin the game Stealthed - they cannot be seen or targeted by enemy units or abilities unless at least one enemy unit is within the range of its Stealth level in inches, and can draw line of sight to the model. This Stealth level is shown in brackets next to its Stealth special rule. For example, a model with Stealth(8) may only be seen or targeted by an enemy player's units if that enemy controls at least one unit that is 8" away or less from the Stealthed model and can see it, following all normal rules for line of sight. As long as one enemy unit can see the Stealthed model, all units in that player's warband may see it regardless of distance, again, following the rules of line of sight.

**Breaking Stealth**
Stealth should be thought of as state-based, and can be broken. If the Stealthed model charges, shoots, uses or activates any kind of item or ability, or is targeted by any ability, shooting, or spell (even friendly spells such as augments) the model's Stealth will break, rendering it subject to normal vision rules. Models with this special campaign rule are uncannily adept at sneaking, and may move or march without breaking stealth.

If none of these Stealth-breaking actions occur, models with Stealth may simply move to put enemy units outside of their Stealth range to regain Stealth and continue being invisible and untargetable.

**Regaining Stealth**
Once broken, as long as there are no enemy units within the range of the character's Stealth level, Stealth may be regained by remaining stationary for a full turn, or by moving (but not marching) into any kind of cover. In either case, the model must give up all additional actions for the remainder of that turn.

**Stealth, Cover, and Shooting from Stealth**
While behind cover of any kind, a model's Stealth range is halved. For example, a model with Stealth(8) that is behind soft cover in some woods or behind a fence may only be seen or targeted by an enemy player's units if that enemy controls at least one unit that is 4" away or less.

Stealthed models may shoot without breaking stealth only if they do so from behind cover.

**Charging from Stealth**
A unit that is charged by a model that declared the charge from under Stealth may only elect to Hold – they are too off-guard to prepare any other actions.

**Ranged Attacks and Stealthed Units**
When using a ranged attack of any kind, you must do so with the intention of hitting a target that is clearly visible to your army - you may not shoot or cast in such a way that you're aiming to hit a Stealthed unit not visible to your warband.

**Rooted**
Rooted models are rendered stationary. They may not move, reform, pivot, or declare a charge. When charged, a Rooted unit may only elect to Hold or Stand and Shoot.

Rooted models shoot at a -1 To Hit penalty in addition to any other shooting modifiers. In close combat, Rooted models are at -1 To Hit.

If a unit consisting of multiple models is partially Rooted, then the whole unit will be affected by restrictions to movement, charge reactions, etc, but only the individual models in the area of effect that caused the Root are subject to the combat and shooting To Hit penalties.

**Stunned**
Stunned models are unable to perform actions or defend themselves. They may not move, declare charges, reform, attack, shoot, use any kind of item or ability, or cast spells. When charged, a Stunned model may only elect a Hold reaction. Enemies attacking or shooting at a Stunned model are at +1 To Hit.

**Resilience**
Models with Resilience cannot be Stunned or Rooted. They are simply too tough, strong, or battle-hardened.

**First Mate**
Some Special Campaign Characters have the First Mate special campaign rule. Units in your warband (even your Pirate Prince!) may use your First Mate's Leadership value in the same way they may use that of your Pirate Prince, following the Inspiring Presence rule in the Warhammer rulebook. A First Mate may never be used as a substitute for including your Pirate Prince as the army General in your army list.

You may field more than one character with the First Mate special campaign rule, but you may only have a single instance of First Mate active, so you must declare which character's First Mate special campaign rule you will be utilizing before the start of the game.

**Objectives**
Scenarios may ask you to place objective markers on the battlefield. These represent a grouping of crates, barrels, or other goods. Quests may also require you to claim objectives. Be sure to follow both the scenario and any quest instructions when claiming an objective. The maximum number of objectives per side when a scenario calls for them is listed bellow.

**500 pts - 2 Objectives per player**
**750-1000 - 3 Objectives per player**

When required by a scenario, players take turns placing objective markers on the board after terrain has been placed on the battlefield. Each one must be at least 8 inches away from any deployment zone and at least 5 inches away from another objective marker.

To claim an objective, one of your units must move into base contact with the objective marker. The unit's movement then ends, and you pick up the objective marker from the battlefield. If you would declare a charge with an objective marker in the way, the charging unit must wheel or otherwise be able to maneuver around the objective to be successful. You may not come into contact with an objective marker without being forced to claim it and end your movement.

# CHARACTER SLOT ITEMS

In Pirate Princes of Sartosa, players will encounter a unique type of item that is not present in traditional Warhammer – Character Slot Items.

Character Slot Items are special campaign items that may be of a known item type, such as; Weapon, Armor, Arcane Item, Talisman, etc, but they may also simply be mundane items that confer an ability or boon without being listed as a specific item type. They do not have conventional points values nor do they count against the point values of your army lists, or grant victory points. Players keep track of their Character Slot Items on their Crew sheets, and **may only collect one of any individual Character Slot Item**.

Character Slot Items may be equipped by Lord and Hero level character models, including Special Campaign Characters, during the Crew phase. Characters are considered to have the following number of Character Slots:

**Hero-level characters have one Character Item Slot.**

**Lord-level characters have two Character Item Slots.**

**Character Slot Restrictions**
You will find Character Slot Items listed under Slot 1 and Slot 2 categories. **Character Slot Items may only be equipped into the corresponding Slot number.** For example, a Lord-level character may not equip two Slot 1 items, nor could a Slot 2 item be equiped onto a Hero-level character.

**Character Slot Items and Item Types**
Character Slot Items that list a **specific magic item type** follow the rules under 'Balance of Power' in the Magic Items section of the Warhammer rulebook. **Character Slot Items that do not list a magic item type are mundane**, and do not interfere with the "Balance of Power" rule when equipped.

**All Character Slot Item weapons and armor count as Magical**, and may be combined with other mundane equipment or armor as normal.

# Campaign Turns

**Turn Order**
1. Events
2. Warband Movement
3. Quest
4. Challenges
5. Battles
6. Spoils
7. Crew

**1. Events**
Players take turns rolling 2D6 and consulting the Events table.

**2. Warband Movement**
Beginning with the last player to roll on the Events table and ending with the first, each player rolls D6 +3 for their movement. Players may spend their movement points in any combination of land and ship movement.

**Movement on Land**
Players may move their warband counters around the contiguous map tiles that make up Sartosa at the cost of one point of movement per tile.

**Movement by Ship**
Your warband may use their Ship to move around the island. Your Warband and Ship counters must be at the same Port in order to move by ship. **Movement by ship may only be done in a clockwise motion around the island**, with each movement point you spend taking you to the next Port in the sequence. Your Warband counter 'disembarks' at whichever Port tile you end your ship movement.

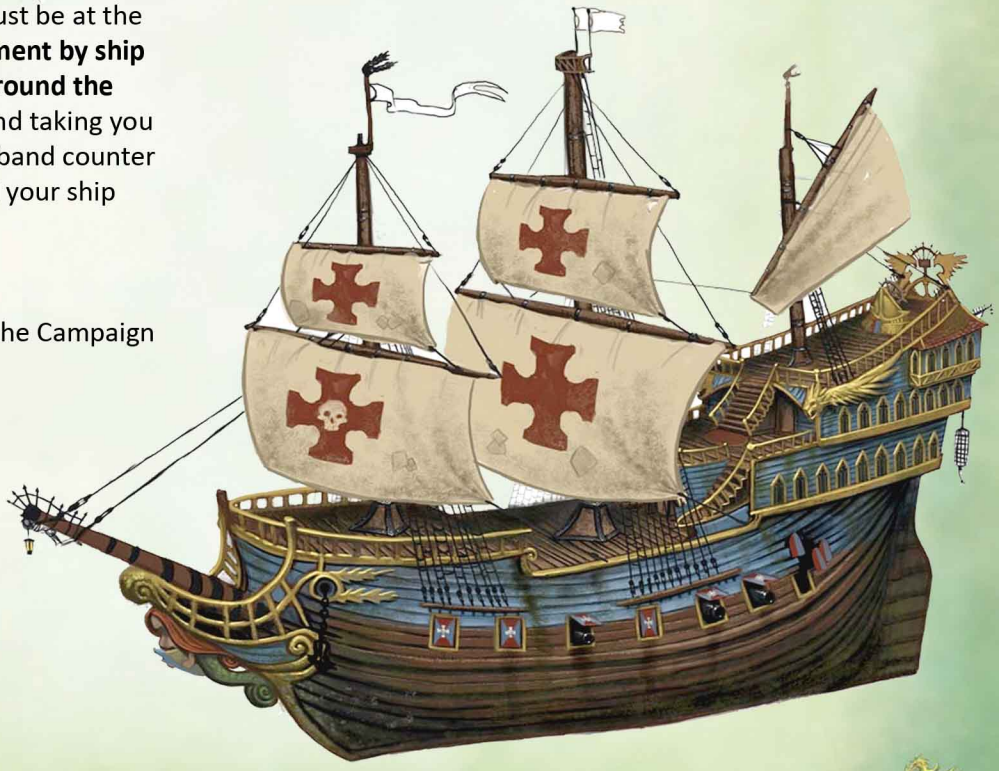
**Ports**
The following tiles are marked as Ports on the Campaign Map of Sartosa;

**Sartosa City**
**Ertinian Archipelago**
**Vercuso**
**Dragon Tooth Castle**
**Belfardo**
**Ossomunte**
**Fortress of the Pirate King**

Note that the Ertinian Archipelago is considered a contiguous part of Sartosa and may be reached by ship or on foot, however, Dragon Tooth Castle is separate from the main island and may only be reached by ship.

**Docked Ships**
Your Ship counter may never move on its own – as stated above, it requires your crew to man it in order to sail around Sartosa. Your Ship counter may remain docked at any Port without penalty as your warband moves around the island, however, keep in mind that to use your ship again you will have to return to the Port tile where it's docked.

**Combining Land and Ship Movement**
Don't underestimate the ground you can cover by combining land and ship movement in a single warband movement phase! For example, if your warband and their ship are at the Fortress of the Pirate King tile and your total warband movement alottment for this turn is a 6, you could spend 3 movement points to reach Vercuso by ship, and still be able to move your Warband three tiles on land before reaching your total of 6. In any case, you should always try to reach a point of interest on the map during your Movement phase.



# EVENTS

2 **Siren's Call** - *Your Pirate Prince is distracted by the haunting beckons of a beautiful sea siren.* Your Pirate Prince is at -1 Leadership during your next battle.

3 **Favorable Winds** – *A strong breeze rolls in, invigorating the crew and pushing your ship's sails.* You may roll an additional D6 for your Warband Movement roll this turn.

4 **Hidden Hoard** – *You pickpocket the map to a hidden hoard of treasure from a drunk captain.* Gain D3 Relics and 2D6 x3 GP.

5 **Message in a Bottle** – *Not the most effective form of correspondence, but sometimes it works.* During the Crew phase, you may turn in completed quests from whichever tile youre on. You gain D3 Relics and 2D6 x3 GP.

6 **Wandering Adventurers** – *Sartosa is just too exciting a place to stay put.* During the Crew phase, you may hire Special Campaign Characters from the Port of Vercuso or The Black Cat at their full listed price from whichever tile you're on. You gain D3 Relics and 2D6 x3 GP.

7 **Lucky Seven** – *Lucky at cards, unlucky in love*. Your Pirate Prince has **Pirate King** status this turn. You gain D3 Relics and 2D6 x3 GP.

8 **Pillaged Cargo** – *Merchant ships on their first visit to Sartosa are particularly lucrative and easy pickings.* During the Crew phase, you may check off one instance of a Minor Objective from each of your active quests. You gain D3 Relics and 2D6 x3 GP.

9 **Noble's Ransom** – *You kidnap a traveling nobleman and hold him for ransom.* Gain your choice of D3 Relics and 3D6 x5 GP, or D6 +1 Relics and 2D6 x3 GP.

10 **Mercantile Shipwreck** – *The reefs surrounding Sartosa are treacherous to those unfamiliar with local waters. You're the first to find this shipwreck. There are no survivors, but there is plenty of loot!* You gain D6+1 Relics and 3D6 x5 GP. All other players gain D3 Relics and 2D6 x3 GP.

11 **Pirate Lord's Signet** – *Powerful jewelery worn by the strongest and most feared Pirate Lords.* You may pick a ring from the **Signets of the Pirate Lords** that you do not already have and gain D3 Relics and 2D6 x3 GP.

12 **A Rogue of Renown** – *Swabbies and drunks, everyone at the docks - they all fear your name. Your rivals may scoff, but bow down just the same. Here comes a new Pirate King!* Your Pirate Prince has **Pirate King** status this turn. You may pick a ring from the **Signets of the Pirate Lords** that you do not already have and and gain D3 Relics and 2D6 x3 GP.

## SIGNETS OF THE PIRATE LORDS

Signets of the Pirate Lords are **Character Slot Items** as described in the Special Campaign Rules section – They may be equipped into a character's Slot 1 **or** Slot 2, as available. Characters may only equip a single Character Slot Item marked as a Ring.

**Seal of Swift Command** – Ring. The bearer gains +1 Leadership and +1 Movement.

**Braid of Skilled Slaying** – Ring. The bearer gains +1 Weapon Skill and +1 Attack.

**Hoop of Marksman's Grit** – Ring. The bearer gains +1 Ballistic Skill and +1 Wound.

**Manacle of Titanic Endurance** – Ring. The bearer gains +1 Toughness and counts their armor save as being one point higher than normal.

**Link of Brutal Vigor** – Ring. The bearer gains +1 Strength and +1 Initiative.

**3. Quest**
You may accept new quests or turn in completed quests during this phase. You accept a quest by having your Warband counter at the corresponding Point of Interest tile on the Campaign Map of Sartosa during the Quest phase. You may have any number of active quests at a time, and must keep track of each on your Crew sheet.

You turn in a quest by having your Warband counter at the tile where the quest ends as indicated in the quest text, with all the quest requirements being complete. When you turn a quest in, immediately add the rewards to your Crew sheet, rolling for any currency.

**Quest Requirements**
Quests have requirements, which may be marked as any combination of Minor or Major. In order to turn a quest in, all requirements must be fulfilled. Quests may have multiples of a requirement, for example "Obtain a Cask of Ale x5" - in these cases, **each multiple is considered an instance of the requirement and must be completed individually**. As an example, if this meant you would gain a Cask of Ale each time you claim an objective, you would fulfill that requirement after claiming 5 objectives in any number of subsequent campaign battles.

You don't need to apply one action or instance fulfillment to solely one quest, each counts for any and all quests you have at the moment. For example, If one quest says you collect a certain item for claiming an objective and another says to roll a D3 when you claim an objective, then as soon as you claim your next single objective, you'd collect the item for one quest AND roll the D3 for the other. **Treat quests as independent from one another, but not the actions you take to fulfill their requirements.**

**Quests and the Crew Phase**
You have an additional opportunity to turn in completed quests during the Crew phase. You may not, however, accept quests during the Crew phase.

**4. Challenges**
During this phase, players take turns issuing challenges and grouping up for battles. All players must participate in a battle each campaign turn. If you have an odd number of players, someone may have to play two games, or you may choose to play a scenario again for fun before your next campaign session, but in any case, **players may only earn rewards or quest progress in the first game they play each campaign turn**. Challenges and battles do not alter the location of wabands on the campaign map.

**5. Battles**
Battles are fought as a normal game of Warhammer. Each campaign turn, play the scenario that corresponds to the campaign turn number. You will find this information in the Early Campaign and Late Campaign pages.

**6. Spoils**
During the Spoils phase, players tally their rewards, as per the scenario instructions. Players must always record quest progress and other bonuses in their Crew sheets.

**7. Crew**
The Crew phase is an upkeep phase when players may purchase Special Campaign Characters, turn quests in, equip their Character Slot Items, and update and edit their army lists.

**Manage Army Lists and Equip Campaign Items**
Players may equip Character Slot Items onto characters and completely update their army lists. Be sure to update your lists accounting for the types of Character Slot Items that have been equipped according to the Balance of Power rule from the Warhammer rulebook. Final points values of lists must reflect the group's current agreed upon value for the campaign.

**Special Campaign Characters and Quests**
Players may turn quests in or recruit Special Campaign Characters during the Crew phase. See the Special Campaign Character Shops section under Points of Interest for information on recruiting Special Campaign Characters.

**End**
The Crew phase ends once all players have agreed that the next turn's Events phase may begin

**Victory**
At the end of the 7th campaign turn, all players consult scenario 7, "Ire of the Pirate Princess".

# Points of Interest

Points of interest represent qests or shops and correspond to their respective numbered tile on the Campaign Map of Sartosa on the following pages.

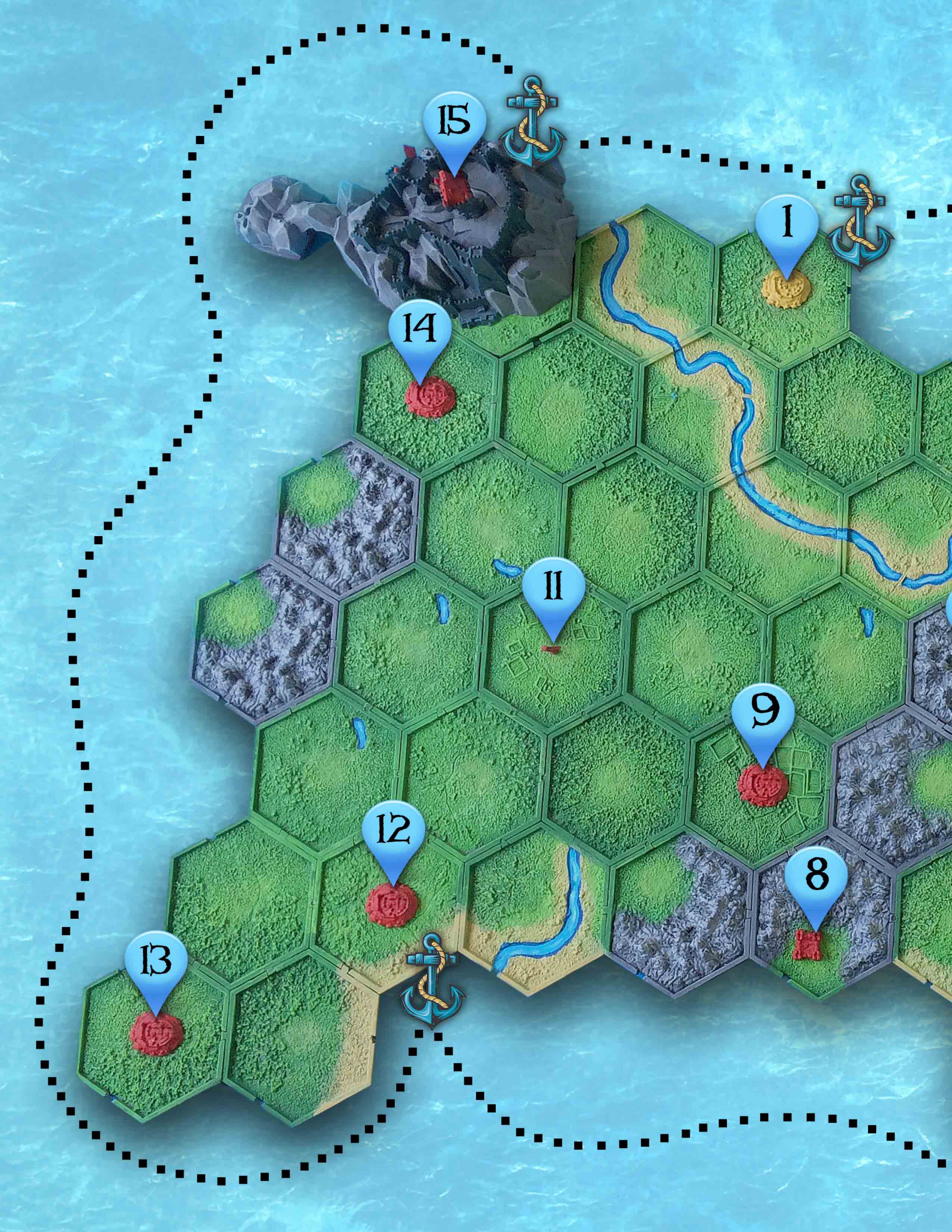
1. **Sartosa City** - The Black Cat - Special Campaign Character Shop
2. **Ertinian Archipelago** - Quest: The Big Game Hunter
3. **Ragil** - Quest: A Most Curious Doctor
4. **Vercuso** - The Port of Vercuso - Special Campaign Character Shop
5. **Dragon Tooth Castle** - Quest: The Dragon on the Rock
6. **Vermunte -** Quest: The Verdant Tome
7. **Beffardo** - Quest: Treads of the City of Thieves
8. **The Dwarf Hold** - Quest: In the Hall of the Mountain Lord
9. **Caragio** - Quest: Secrets of the Universe
10. **The Damp Cave** - Quest: Fortunes and Portents
11. **Osso Hills** - Quest: Blood on the Hills
12. **Ossomunte** - Quest: The Esoteric Order of Ra'fathh
13. **Caprio** - Quest: A Gift of the Wind
14. **Roba** - Quest: The Cutlass of the Last True King
15. **Fortress of the Pirate King** - Quest: The Good 'ol Captain Lem

**Special Campaign Character Shops**

Sartosa City and the Port of Vercuso are Special Campaign Character shops. Unless otherwise allowed by a campaign rule or effect, such as an Events table result, a player must have their warband present at the corresponding Character Shop tile on the campaign map in order to make purchases from there during the Crew phase.

**Additional Points of Interest**

More points of interest will be added in free “DLC” expansion pages posted periodically on the campaign’s home page at www.moopysavessummer.com.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# Special Campaign Characters

## The Port of Vercuso - Vercuso

*The great city of Vercuso - there is no busier, livelier port in Sartosa. Exotic travelers from all over come through these docks daily. Amidst the hustle and bustle you'll find stowaways, scholars, miscreants, and warriors - some with considerable talents. These types are seldom seen amidst pirates, but this is Sartosa, where everyone is open to adventure.*

Special Campaign Characters from the Port of Vercuso may be hired once per warband. **They count as Lord-level characters and as such, have two Character Item Slots.**

**A Maritime Gateway to the World**
Warbands from the Forces of Order may hire Special Campaign Characters from the Port of Vercuso at a discount of 1 Relic and 10 GP from their listed price.

### Tika, Anacondas Amazon – 6 Relics, 40 GP

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 6 | 4 | 4 | 3 | 3 | 3 | 3 | 3 | 8 |

**Troop Type**
Infantry (Special Campaign Character)
20x20mm base

**Equipment:**
Amazonian Blowpipe
Golden God's Jambiyas

**Special Rules:**
Jungle Guile
Stealth(10)

**Jungle Guile**
Tika has a 6+ Ward save and may be deployed as a Scout.

**Amazonian Blowpipe**
Blowpipe - 14" Range, Strength 2, 4x Multiple Shots, Poisoned Attacks

**Golden God's Jambiyas**
Paired Weapons. Attacks made with the Golden God's Jambiyas have the Poisoned Attacks special rule. Tika may not equip weapons in her Character Item Slots.

*A lithe amazon of the Anacondas tribe from Lustria that found her way to Sartosa as a stowaway.*

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### Markus Belmont, Witch Hunter – 7 Relics, 30 GP

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

**Troop Type**
Infantry (Special Campaign Character)
20x20mm base

**Equipment:**
Brace of Pistols
Great Weapon
Heavy Armor

**Special Rules:**
Immune to Psychology
Fanatical Ire
Witch Hunter's Resolve

**Fanatical Ire**
Markus cannot be hired by armies from the Forces of Destruction or Neutral Forces (Ogre Kingdoms & Tomb Kings), and gains **Killing Blow** against Wizards and any models with the Undead, Nehekaran Undead, or Daemonic special rule.

**Witch Hunter's Resolve**
After deployment but before the first turn begins, select a single character model in your opponent's warband as Markus's primary prey. Markus may re-roll failed To Hit and To Wound rolls against the chosen model, including ranged attacks

*A grim Sigmarite convinced that foul, world-threatening events are unfolding in Sylvania. He seeks to earn passage up the Black Gulf into the Border Princes where he's heard rumors of a secretive order of powerful drake-riding knights that may be able to help.*

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## Salty Grombeard, Slayer Pirate – 8 Relics, 50 GP

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 3 | 8 | 2 | 4 | 5 | 3 | 4 | 4 | 8 |

**Troop Type**
Infantry (Special Campaign Character)
20x20mm base

**Equipment:**
Twin Deathdealers
Throwing Axes

**Special Rules:**
Unbreakable
Grimnir's Favor

**Twin Deathdealers**
Paired Weapons. When rolling To Wound, Salty always causes a Wound on a roll of 4+, unless he would need a lower result. Salty may not equip weapons in his Character Item Slots.

**Grimnir's Favor**
Unbeknownst to him, Salty has the protection of the spirit of Grimnir, and his Slayer's oath will not be fulfilled until he completes a larger fate. To represent this blessing, Salty has a 6+ Ward save.

*"Avoid starting any trouble if he's around - especially if he's been hittin' the drink, coz Salty's not shy about using them axes and I'm the one who has to clean up the mess after he's done. Lucky fer me, he don't come in here too often." - Sam 'Black Velvet' Price, barkeep at The Black Cat*

---

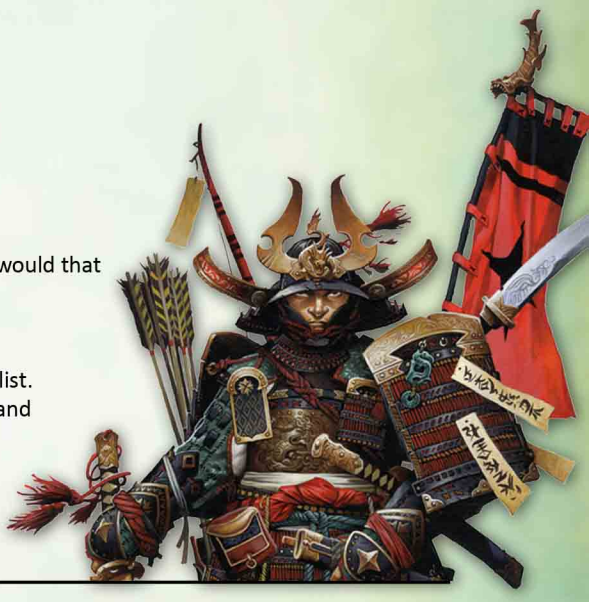
## Daisuke, Ronin of Nippon – 9 Relics, 50 GP

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 4 | 4 | 3 | 4 | 4 | 3 | 3 | 2 | 9 |

**Troop Type**
Infantry (Special Campaign Character)
20x20mm base

**Equipment:**
Additional Hand Weapon
Great Weapon
Longbow
Samurai Armor (4+ Armor save)

**Special Rules:**
Immune to Psychology
Resilience
First Mate
Ronin's Back Banner



**Resilience**
Models with Resilience cannot be Stunned or Rooted.

**First Mate**
Units in your warband may use your First Mate's Leadership value in the same way they would that of your Pirate Prince, following the Inspiring Presence rule in the Warhammer rulebook.

**Ronin's Back Banner**
Daisuke may be fielded as your Battle Standard Bearer if one is not present in your army list. If so, he follows all the rules for Battle Standard Bearers from the Warhammer rulebook and the Pirate Princes of Sartosa campaign book.

*A master swordsman hailing from far Nippon. His unflinching discipline, sturdy armor, and deadly arsenal make him an imposing warrior.*

---

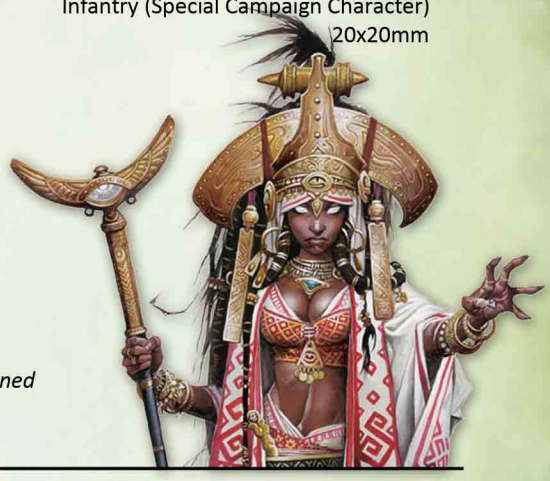
## Bahati, Priestess of the Southlands – 11 Relics, 70 GP

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 4 | 3 | 0 | 3 | 3 | 3 | 3 | 1 | 8 |

**Troop Type**
Infantry (Special Campaign Character)
20x20mm

**Equipment:**
Hand Weapon

**Magic:**
Bahati is a Level 3 Wizard who uses spells from the Lore of the Southlands.



*A radiant sorceress from a Southlands tribe. She has a regal demeanor and is highly attuned to nature.*

---

# Lore of the Southlands

**Favor of the Ancients (Lore Attribute)**
*The human tribes of the Southlands enjoy a curious protection from the Lizardmen of the region. It is theorized that the more complete set of plaques of the Old Ones in the temples of the Southlands may specifically list these human tribes as important.*
**After successfully casting a spell from the Lore of the Southlands, the Wizard gains a 6+ Ward save, or increases an existing Ward save by 1, to a maximum of 4+ until the start of their next Magic phase.**

**Southlands mages generate spells as described in the Warhammer rulebook and may swap one spell for the signature spell, *Earth Blood*** (See the Lore of Life)**.**

---

**1. Cloak of Feathers** **Cast on 4+**

*The priestess conjures a cloak of brilliant feathers and takes flight.*

*Cloak of Feathers* is an **augment** spell that may be cast on the Wizard. The wizard may immediately make a move using the Fly special rule as if it were the Remaining Moves sub-phase.

---

**2. Grasping Roots** **Cast on 6+**

*Vines erupt from the ground at the feet of the enemy, rooting them in place.*

*Grasping Roots* is a **hex** with a range of 14". The target unit is Rooted until the start of the caster's next magic phase.

---

**3. Halo of the Southern Kings** **Cast on 7+**

*The priestess infuses her target with the grace and vitality of the proud kings of her homeland.*

Remains in Play. *Halo of the Southern Kings* is an **augment** spell that targets the caster or a single character model on foot within 12”. The target gains +1 Leadership, +1 Weapon Skill, and +1 Movement.

**4. Flesh to Stone** **Cast on 8+**

(See the Lore of Life in the Warhammer rulebook)

---

**5. Kaleidoscopic Blast** **Cast on 10+**

*The foe is assaulted with brilliant, piercing light that burns and befuddles.*

*Kaleidoscopic Blast* is a **magic missile** spell with a range of 18” that targets a lone enemy model. The model takes D3 Strength 4 hits that count as Flaming Attacks. If any of these hits cause the target to suffer a wound, it is also Stunned until the start of it's controller's next magic phase. If the target has the Undead, Nehekaran Undead, or Daemonic special rule, the Strength of these hits is increased to 5.

---

**6. Convocation of the Flock** **Cast on 14+**

*The wizard conjures a prismatic torrent of tropical birds that swoop down onto the battlefield.*

*Convocation of the Flock* is a **magical vortex** spell. Place the large round template anywhere within 24” of the caster - It then scatters D3”. All models touched by the template suffer a Strength 3 Armor Piercing hit and are Rooted until the beginning of the caster's next magic phase.

## Palemon, the Warden of Time – 13 Relics, 80 GP

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 4 | 2 | 0 | 3 | 4 | 3 | 2 | 1 | 8 |

**Troop Type**
Infantry (Special Campaign Character)
20x20mm base

**Equipment:**
Hand Weapon

**Magic:**
Palemon is a Level 3 Wizard who uses spells from the Lore of the Ages.

*He has seen the rise and fall of civilizations, borne witness to the dawn of ages and their end times. He is more cosmic force than man; and today, somehow, you find him standing at the docks of Vercuso... and he happens to be bored.*

---

**Master of Space and Time (Lore Attribute)**
*The enigmatic time mage has increased control over his destiny and the fickle nature of magic.* **When rolling on the Miscast table, the Wizard may choose to add or subtract one from the result, to a minimum of 2 or a maximum of 12, instead of accepting the original result.**

**Time mages generate spells as described in the Warhammer rulebook. You may swap any spells for *Slow* or *Stop*.**

---

**1. Stop** **Cast on 5+**

*The wizard traps his target in a pocket of time, rendering it a motionless statue.*

Remains in Play. *Stop* is a **hex** with a range of 12" that targets a lone unengaged enemy character model. The target becomes Stunned.

---

**2. Slow** **Cast on 7+**

*The wizard projects a bubble of slowed time onto the battlefield.*

Remains in Play. *Slow* is a **magical vortex** that uses the small round template. Place the template anywhere within 18" of the Wizard - It then scatters D3". Any units touched by the template have their Movement and Initiative reduced by D3 to a minimum of 1 (roll once). The vortex remains at this characteristics reduction value and is stationary in subsequent turns. The wizard may choose to cast a more powerful version of *Slow*, which uses the large round template. If he does, the casting value is increased to 19+.

---

**3. The Speed of Light** **Cast on 8+**

See the Lore of Light in the Warhammer rulebook.

**4. Temporal Reversal** **Cast on a 11+**

*The wizard reverses the sands of time around his allies, resulting in a miraculous recovery.*

*Temporal Reversal* is an **augment** spell that targets the caster or a single friendly model within 8". The model regains D3 wounds, and any Wizard levels or Character Slot Items it had at the beginning of the battle that may have become lost or stolen. Any Remains in Play spells on the target end immediately. The wizard can choose to have this spell affect all friendly units within 14". If he does so, the casting value is increased to 24+, and units instead regain D6 wounds. Units that regain lost wounds in this way do so following the rules of the *Regrowth* spell from the Lore of Life in the Warhammer rulebook.

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**5. Brionna's Timewarp** **Cast on 12+**

See the Lore of Light in the Warhammer rulebook.

---

**6. Comet of Cassandora** **Cast on 12+**

See the Lore of Heavens in the Warhammer rulebook.

# The Black Cat - Sartosa City

*Sartosa City is littered with lurid, ill-lit dive bars packed with slinking rogues, and none are seedier or more of a dirty dive than The Black Cat. Luck turns quick as the tide in Sartosa City, and the need to sulk, hide, or drink away your troubles is always a misstep away. If you're looking for someone with nothing to lose, or something to hide - you've come to the right place. They're here and they all have their price.*

Special Campaign Characters from The Black Cat may be hired once per warband. **They count as Lord-level characters and as such, have two Character Item Slots.**

**A Wretched Hive of Scum and Villainy**
Armies from the Forces of Destruction or Neutral Forces (Ogre Kingdoms & Tomb Kings) may hire Special Campaign Characters from The Black Cat at a discount of 1 Relic and 10 GP from their listed price.

## Bamf, Nastiest Skulker – 6 Relics, 30 GP

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 5 | 4 | 4 | 4 | 3 | 3 | 5 | 3 | 7 |

**Troop Type**
Infantry (Special Campaign Character)
20x20mm base

**Equipment:**
Two Hand Weapons
Shortbow
Light Armor

**Special Rules:**
Stealth (8)
Assassin's Reagents
Vicious Backstabbin'

**Assassin's Reagents**
At the beginning of each round of close combat, choose between the **Poisoned Attacks** or **Flaming Attacks** special rules, or Magic attacks.

**Vicious Backstabbin'**
Bamf gains the **Hatred** special rule when attacking a unit from the rear, and the **Killing Blow** special rule in the first round of close combat against targets that he charged from Stealth.

*Bamf is incredibly resourceful and sneaky, even for a goblin. A knack for being slippery and his curiously sharp intellect have made him one of the most in-demand assassins in Sartosa City.*

---

## Nilda, Estalian Corsair – 7 Relics, 40 GP

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 5 | 4 | 4 | 3 | 3 | 3 | 3 | 3 | 8 |

**Troop Type**
Infantry (Special Campaign Character)
20x20mm base

**Equipment:**
Light Armor
Bandoliero Revolvers

**Special Rules:**
No Love for Law and Right
Spray n' Pray

**Bandoliero Revolvers**
Brace of Pistols. 14" Range, 3x Multiple Shots, Strength 4, Armor Piercing, Quick to Fire.
Nilda may not equip weapons in her Character Item Slots.

**No Love for Law and Right**
Nilda cannot be hired by armies from the Forces of Order, and may march and shoot at a -1 To Hit penalty by passing a Leadership test when fighting against enemy warbands from the Forces of Order or Neutral Forces (Ogre Kingdoms & Tomb Kings).

**Spray n' Pray**
Nilda gains +1 Ballistic Skill against units that she has targeted with shooting in previous turns.

*"You don't have the stink of righteousness about you. I like that - a proper villain."*
*- Nilda, Estalian Corsair*

---

## Zul Nassim, Bondsmage of Araby – 8 Relics, 60 GP

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

**Troop Type**
Infantry (Special Campaign Character)
20x20mm base

**Equipment:**
Two Hand Weapons
Throwing Knives
Light Armor
Arabyan Blood Falcon

**Special Rules:**
Dampening Miasma
Magespy Incantations

**Arabyan Blood Falcon**
Zul may make a single attack with his Arabyan Blood Falcon during the shooting phase, which hits automatically with the following profile;

18" Range, Strength 3, Armor Piercing, Quick to Fire, Ignores Cover

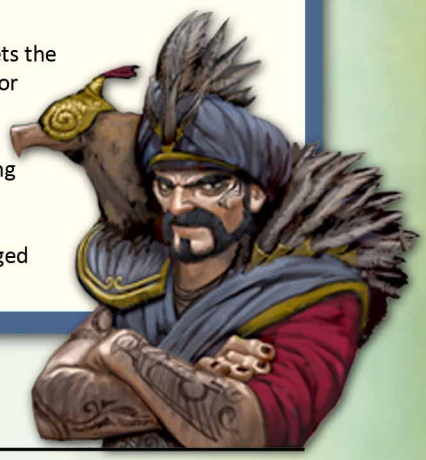
**Dampening Miasma**
As long as you are not fielding a Wizard (including Special Campaign Characters), enemy Wizards are at -1 to cast and dispel, and their controllers may not channel power or dispel dice.

**Magespy Incantations**
Zul knows the three Magespy Incantations listed below. Magespy Incantations are innate bound spells (Power Level 3).

- **Incantation of Invulnerability** – Remains in Play. *Incantation of Invulnerability* is an **augment** that targets the caster. Zul ignores attacks made by mundane weapons and may only be wounded by spells, Poisonous or Flaming attacks, or attacks made with a Magical weapon.

- **Incantation of Flight** – *Incantation of Flight* is an **augment** that targets the caster. Zul may make a Flying move with the Ethereal special rule as if it were the Remaining Moves sub-phase.

- **Incantation of Holding** – *Incantation of Holding* is a **hex** with a range of 16" that targets a lone unengaged enemy character. The target becomes Stunned until its controller's next magic phase.



*Zul is a member of a shadowy order of Arabyan mage-spies. They are masters of ancient incantations and are anathema to traditional practitioners of magic, who they're regularly hired to assassinate.*

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## Severin, Plague Cantor of Pestilens – 10 Relics, 40 GP

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 5 | 4 | 2 | 4 | 5 | 3 | 4 | 3 | 8 |

**Troop Type**
Infantry (Special Campaign Character)
20x20mm

**Equipment:**
Cantor's Censer

**Magic:**
Severin is a Level 3 Wizard who uses spells from the Skaven Spells of Plague, The Lore of Shadow, or the Lore of Death.

**Cantor's Censer**
Flail. Due to its noxious fumes, attacks made with the Cantor's Censer count as Magical.
At the beginning of each round of close combat, models in base contact with Severin must pass a Toughness test or suffer a wound with no saves of any kind allowed. Severin may not equip weapons in his Character Item Slots.

*A banished plague priest of Clan Pestilens, Severin walks the streets of Sartosa City under the cover of night, and keeps to poorly lit places and back alleys during the day. His long, tattered robes give him the appearance of a harmless malformed beggar, but he is a powerful and deadly creature.*

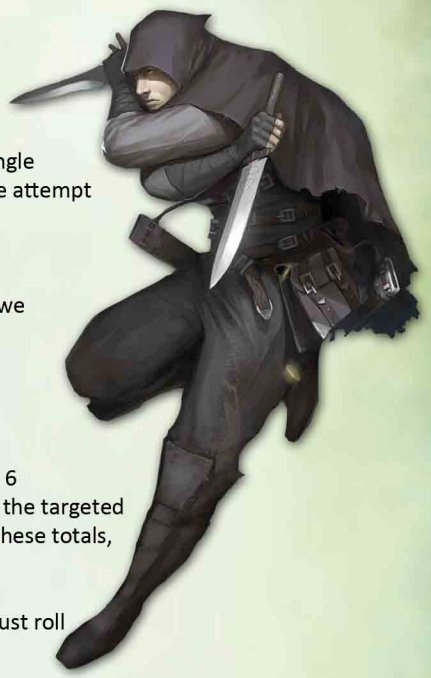
## Arsene, the Master Thief – 11 Relics, 50 GP

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 5 | 3 | 4 | 3 | 3 | 3 | 5 | 2 | 8 |

**Troop Type**
Infantry (Special Campaign Character)
20x20mm base

**Equipment:**
Two Hand Weapons
Throwing Knives
Light Armor

**Special Rules:**
Stealth(4)
Steal
Lithe Infiltrator



**Steal**
During the Remaining Moves sub-phase, if Arsene is Stealthed, you may attempt to Steal from a single unengaged enemy character model within 5". If the targeted character passes an Initiative test, the attempt fails. If the target fails their Initiative test, you may roll a D6 to determine what has been stolen. Add +1 to your Steal roll if the target is Stunned.

On a 1-3, you gain D3 Relics and 2D6 x3 GP. On a 4, you gain D3 +1 Relics and 2D6 x5 GP. On a 1-4 we assume this currency comes from the character's own pockets, it is not taken from it's controller's inventory. On a 5, you may take any Slot 1 item the targeted character currently has equipped. On a 6, you may take any Slot 1 or Slot 2 item the character currently has equipped. Successfully stolen Character Slot Items are permanently transferred from one player to another.

If the targeted character does not have any eligible Character Slot Items equipped, on a roll of 5 or 6 you may take up to D3 Relics and 2D6 x5 GP directly from the inventory of the player that controls the targeted character. If the player does not have enough currency in their inventory to cover one or more of these totals, you take whatever amount they have.

After using his Steal skill, successful or not, Arsene must immediately make a full move, and you must roll a D6. On a roll of 1-3, his Stealth is broken.

**Lithe Infiltrator**
Arsene considers any equipment besides the light leather jerkin he's wearing in his profile to be too restrictive to work in. Arsene may not equip weapons or armor in his Character Item Slots.

*Trained as an elite infiltrator by the spymasters of the court of Bretonnia, Arsene fled to Sartosa after pilfering King Leoncoeur's personal vault. Though he holds a hidden cache of untold wealth, he continues to do what he does best, hired by those who value his immense skill over the price on his head.*

---

## Mire Goldhardt, Ogre Mercenary Captain – 12 Relics, 80 GP

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 6 | 7 | 4 | 5 | 5 | 3 | 3 | 3 | 10 |

**Troop Type**
Monstrous Infantry (Special Campaign Character)
40x40mm base

**Equipment:**
Brace of Pistols
Heavy Armor

**Special Rules:**
Stubborn
Fear
Legendary Charge
First Mate

**Legendary Charge**
During a turn in which he charges into combat, Mire gains the **Devastating Charge** special rule and does D3 Impact Hits.

**First Mate**
Units in your warband may use your First Mate's Leadership value in the same way they would that of your Pirate Prince, following the Inspiring Presence rule in the Warhammer rulebook.

*"Oi, mate! The Black Label boys are out finishing jobs before we go hunting in Lustria. How about ye pick up me tab and I'll join yeh till my mercs meet up with me, eh? Let's have some fun!"*
*- Mire Goldhardt*

# Scenario Characters

*While travel through Sartosa is often dangerous and unpredictable, you may be lucky enough to recruit skilled and fearesome allies willing to brave the island with you! Gladiators, lost souls (literally), and other powerful beings you encounter during your travels might come to bolster the ranks of your crew and help you fight the powerful warriors, rogues, and skilled mages that competing Pirate Princes have recruited to their own cause.*

You have a chance to recruit Special Campaign Characters in three of the scenarios in Pirate Princes of Sartosa. If you are lucky enough to do so, you will find their stats and rules in this section.

**A Varied Bunch**
Scenario characters are Special Campaign Characters and vary in Hero level, thus, they have varying Character Item Slots.

## Savage Pit Fighter - The Fighting Pits of Sartosa

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 5 | 4 | 2 | 3 | 3 | 2 | 3 | 3 | 7 |

**Troop Type**
Infantry (Special Campaign Character - Hero)
20x20mm base

**Equipment:**
Two Hand Weapons
Great Weapon
Light Armor

**Special Rules:**
Executioner

**Executioner**
For each unsaved Wound the Savage Pit Fighter inflicts in close combat, he immediately gains +1 Weapon Skill and +1 Initiative for the remainder of the battle, to a maximum of +3. If the Savave Pit Fighter's Executioner special rule bonuses are at +3, he gains the **Killing Blow** special rule.

**Hero**
The Savage Pit Fighter is a Hero-level Special Campaign Character and has one Character Item slot.

*"Hey! Good teaming up with you there, glad we got out! Guess I owe ya...need anyone dead?"*
*- Savage Pit Fighter*

---

## Wight of the Drowned King - Shipyard of the Damned

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

**Troop Type**
Infantry (Special Campaign Character - Hero)
20x20mm base

**Equipment:**
Hand Weapon
Shield
Heavy Armor

**Special Rules:**
Killing Blow
The Bonded Dead
Haunt of the Broken Hilt

**The Bonded Dead**
The Wight of the Drowned King is Unbreakable, Unstable, and causes Fear as described in the Warhammer rulebook. In addition, he may not make a march move unless he is within 10" of your Pirate Prince or a friendly character with the First Mate special campaign rule. When charged, the Wight of the Drowned King may only declare a Hold reaction.

**Haunt of the Broken Hilt**
The Wight of the Drowned King does not count against the maximum number of Special Campaign Characters you're allowed to field, and so may always be fielded once recruited.

**Hero**
The Wight of the Drowned King is a Hero-level Special Campaign Character and has one Character Item slot.

*"So we beat on, boats against the current, borne back ceaselessly into the past."*
*- F. Scott Fitzgerald, The Great Gatsby*

---

## Sea Witch of Ra'fathh - The Eldritch Cove

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 4 | 3 | 0 | 3 | 3 | 3 | 3 | 1 | 8 |

**Troop Type**
Infantry (Special Campaign Character - Lord)
20x20mm

**Equipment:**
Hand Weapon

**Magic:**
The Sea Witch of Ra'fathh is a Level 3 Wizard who uses spells from the Lore of the Deeps.

**Lord**
The Sea Witch of Ra'fathh is a Lord-level Special Campaign Character and has two Character Item Slots.

## Horror of Ch'Thumma

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 6 | 3 | 0 | 5 | 5 | 4 | 5 | 4 | 10 |

**Troop Type**
Monstrous Beast
50x50mm

**Special Rules**
Terror
Unbreakable
Regeneration

---

**Blessed of Ra'fathh (Lore Attribute)**
*The sea witch has devoted herself to unearthly gods, who in turn bless her with dark power – however, the favor of these gods is dangerous and unpredictable.* **The Sea Witch of Ra'fathh has the Loremaster (Lore of the Deeps) special rule. After successfully casting a spell from the Lore of the Deeps, the Sea Witch of Ra'fathh may immediately attempt to channel a power die. Whenever the Sea Witch of Ra'fathh rolls on the miscast table, add +1 to the result, to a maximum of 12.**

**The Sea Witch of Ra'fathh has the Loremaster special rule and does not roll to generate spells - the Lore of the Deeps has no Signature Spell.**

---

**1. Stygian Winds of Ch'Thumma** **Cast on a 5+**

*The old gods of Ra'fathh abhor anything with the power of flight, and relish in their ruin.*

*Stygian Winds of Ch'Thumma* is a **hex** spell that targets every unit with the Fly special rule on the battlefield. Each unit takes D3 Strength 3 hits as if from shooting and loses the Fly special rule until the beginning of the caster's next magic phase.

---

**2. Song of Dark Sirens** **Cast on a 7+**

*The sea witch unleashes a powerful and agonizing siren's song with the power to kill those enchanted by its haunting melody.*

*Song of Dark Sirens* is a **magic missile** spell that targets an enemy unit within 10". Roll 2D6 + 2. For every point that this exceeds the unit's Leadership, the unit suffers a wound as if from shooting, with no armor saves allowed. These wounds count as Magical attacks.

---

**3. Glimpse the Sunken City** **Cast on a 9+**

*The sea witch assaults the mind and senses of her enemies with a maddening vision of her dark god's illogical hidden city.*

*Glimpse the Sunken City* is a **hex** with a 12" range that targets a single unengaged character model on foot. The target becomes Stunned until the beginning of the caster's next magic phase.

**4. Caress of the Deep Gods** **Cast on a 10+**

*The witch's dark gods assault her foes through a portal from their resting place beyond – tentacles lash out, slamming into her enemies.*

*Caress of the Deep Gods* is a **magic missile** spell with a 14" range that targets an enemy unit. The target takes 8 hits at D3 Strength, distributed as if from shooting. The wizard may instead choose to roll a D6 to determine the Strength of the hits, in which case the casting value is increased to 16+.

---

**5. Brine Charge** **Cast on a 11+**

*The witch invokes a series of jet-like explosions of brine to erupt from the ground, extending violently toward her target.*

*Brine Charge* is a **direct damage** spell that targets a lone enemy character model within 24". Extend a straight line from the caster's front arc to the target of the spell. Each model under the line takes a Strength 3 hit. The target of the spell takes a Strength 5 hit. If this hit causes a wound, the target is Stunned until the beginning of it's controller's next magic phase.

---

**6. Gift of Ch'Thumma** **Cast on 17+**

*The sea witch beckons her gods for their ultimate show of favor, and to everyone's horror... they answer.*

Remains in Play. *Gift of Ch'Thumma* is an **augment** spell that targets the caster. While the spell is in effect, the Wizard is transformed into a Horror of Ch'Thumma. While transformed, the caster no longer counts as a Wizard, may not use any type of items, and ceases to gain any benefit from Character Slot items. Wounds suffered by the Wizard carry over between transformations.

# Quests - Special Campaign Characters

*Not everyone on Sartosa is for sale. There are many whose allegiance you will have to earn. These champions are proud kings, friendly natives, deadly warriors, or charismatic scoundrels – and with a bit of effort, they may just join you for adventure.*

Quests may be completed once per warband. **Special Campaign Characters enlisted through quests count as Lord-level characters and as such, have two Character Item Slots.**

## Quest - Ertinian Archipelago, "The Big Game Hunter"

*You have traveled to a small island on the Ertinian Archipelago, in search of a buried cache of gold. Before long, you notice an islander watching your crew from afar. He turns out to be a hunter from a local tribe, and is friendly and gregarious. There is a language barrier, but nothing that a good campfire, roasted boar, and a cask of ale can't overcome. His name is Rana Mu, and he regales the crew with mimed tales of his hunts and exploits. Judging from his imposing arsenal, you don't doubt him at all. You depart the following morning, leaving behind a few crew members to continue their search for the treasure, since Rana Mu has offered to provide them with food and water until you return. You're sure that with some proof of your own abilities as a hunter, you could persuade this charming islander to join you for his first adventure in the world beyond when you return.*

**Major Requirement – Proof of Great Skill**

*Rana Mu will be most impressed with the killing of a beast or monstrous creature, rare as that might be in a Sartosan pirate warband, but maybe another equally impressive defeat of an enemy will do.*

You may earn your **Proof of Great Skill** by returning to the Ertinian Archipelago after killing an enemy unit of the War Beast or Monstrous Beast troop types. Alternatively, you may earn it after killing two units of the Cavalry troop type, or killing an enemy character model with the Monstrous Infantry troop type, or killing any enemy model of Weapon Skill 6 or greater.

**Rewards**

Upon completion of *The Big Game Hunter*, your warband is joined by **Rana Mu, Island Pathfinder**. In addition, your crew has found the buried chest. **Gain D6 Relics and 2D6 x3 GP. You gain two Marks of Piracy.**

**Rana Mu, Island Pathfinder**

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 5 | 3 | 4 | 3 | 4 | 3 | 4 | 3 | 7 |

**Troop Type**
Infantry (Special Campaign Character)
20x20mm base

**Equipment:**
Two Hand Weapons
Light Armor
Razorleaf Boomerang

**Special Rules:**
Jungle Guile

**Jungle Guile**
Rana Mu has a 6+ Ward save and may be deployed as a Scout.

**Razorleaf Bomerang**
Thrown Weapon. 12" Range, Strength 4. Single character models on foot wounded by the Razorleaf Boomerang are Stunned until their controller's next shooting phase. Rana Mu may not equip ranged weapons in his Character Item Slots.

# Quest - Ragil, "A Most Curious Doctor"

*His mannerisms are erratic. Covered from head to toe, not a bit of the doctor's skin shows as he shifts uncomfortably in an oppressive heavy overcoat, his masked gaze wandering around the smoky Ragil pub. He holds up a finger as if giving instruction, and a muffled voice echoes out from within his strange beaked mask; "Filth. Malevolence. Chaotic taint. No one understands. Evil is spreading in the world." The barmaid delivers his ale, keeping a guarded distance. The strange man before you produces a straw from inside his sleeve, and inserts one end into a small hole in his mask before continuing; "King Louen's thugs, they did not appreciate my...methods. Nonetheless, I can assure you - a dark contagion spreads, captain. Be my bodyguard, and I may yet stop it."*

## Major Requirement – The Doctor's Missing Case

*"I require my case. I am no Wizard, but any Bretonnian can attest to the power of the Lady of the Lake, and knows of the blessings she grants her living saints, the Knights of the Grail. It is this power, you see, that I tap into to perform my most... effective treatments. They think me a monster, but I cannot very well carry around a living saint, you understand? I use the lingering power in the bones of the blessed dead. A sacrilige in their eyes, but necessary for my work. I fled to Sartosa because I thought contagion would be slow to spread across the sea, but I had to send my case separately to avoid the suspicion of Bretonnian authorities. Now the men at the port say it never arrived, but this is a lie. It was taken by the pirate lords."*

The next time you sail through the Fortress of the Pirate King port on your ship, you receive **The Doctor's Missing Case**.

## Major Requirement – The Doctor's Missing Grail Relics x4

*"My case contained a large collection of relics – many Grail Knight remains, even a lock of hair from the Fay Enchantress. Bretonnian nobles would pay greatly for such things. If they are not in the case, it is possible they are being prepared to be shipped back to Bretonnia, or smuggled around the island by other pirates. They are mine, and I need them back to be of use. I'll reward you, of course."*

Any time you end a campaign turn at a port tile or win a scenario, you retrieve one of **The Doctor's Missing Grail Relics**.
Once you have the Missing Case and 4 Missing Grail Relics, turn this quest in back in Ragil.

## Rewards

Upon completion of *A Most Curious Doctor*, your warband is joined by **Tristan, Bretonnian Plague Doctor**. In gratitude, Tristan gives you the petrified finger of Edouard d'Quenelles, a legendary Grail Knight. You sell the grisly trophy immediately. **Gain D6 Relics and 2D6 x5 GP. You gain four Marks of Piracy.**

## Tristan, Bretonnian Plague Doctor

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

**Troop Type**
Infantry (Special Campaign Character)
20x20mm base

**Equipment:**
Hand Weapon
Heavy Armor

**Special Rules:**
Relics of Dead Saints
Plague Treatments

**Relics of Dead Saints**
Tristan draws power from the lingering power in the bones of dead Grail Knights, and the morbid case he carries is full of them. Tristan has Magic Resistance(3), may not be targeted by Hexes, and adds a Dispel die to your dispel pool during your opponent's Magic phase.

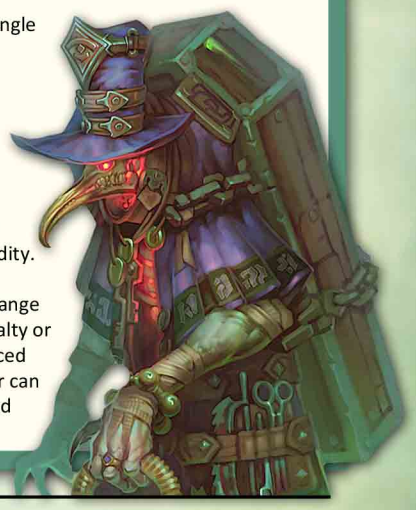
**Plague Treatments**
Tristan can perform the Plague Treatments listed below. Plague Treatments count as innate bound spells, at the power level indicated.

- **Leech Therapy** - Power Level 4. Remains in Play. *Leech Therapy* is an **augment** with a range of 8" that targets a single friendly character on foot. The target gains +1 Toughness and +1 Wounds, but receives -3 to Weapon Skill and Initiative, to a minimum of 1.

- **Cranial Trepanning** – Power Level 4. Remains in Play. *Cranial Trepanning* is an **augment** with a range of 8" that targets a single friendly Wizard. The target gains +1 to casting and dispelling, but receives -3 to Toughness and Movement, to a minimum of 1.

- **Frenzy Salts** – Power Level 6. Remains in Play. *Frenzy Salts* is an **augment** with a range of 8" that targets a single friendly character on foot. The target gains +1 Attack and +1 Strength but is at -2 Toughness and subject to Stupidity.

- **The Lady's Transmogrification** – Power Level 10. Remains in Play. *The Lady's Transmogrification* is a **hex** with a range of 12" that targets a single enemy character model on foot. The target must pass a Leadership test with a -2 penalty or is turned into a frog. Characters who are turned into a frog have all their characteristics except for Wounds reduced to 1. While transmogrified, characters do not benefit from armor (mundane or magical), character slot items, nor can they use magical weapons or items. In addition, while transmogrified, Wizard characters lose all Wizard levels and cannot cast, or be used to channel or dispel.



# Quest - Dragon Tooth Castle, "The Dragon on the Rock"

*"Please, do not be alarmed. My name is Roland Von Koss. I must applaud your curiosity in coming to Dragon Tooth – it isn't much but a ruined lighthouse these days, which is why I came here originally. The Von Koss family are feared vampire corsairs, no doubt you've heard of my idiot sibling Vesper. I, however, tread a more disciplined path – that of the Blood Dragon. I sought to overcome my bloodlust through isolation, training, and meditation on this island. I am now ready and needed. I ask that you take me with you, away from Dragon Tooth. Things are stirring in lands to the north – foul energies wax in Sylvania and Athel Loren, and old friends need my help. For the time being, I would be willing to fight at your side to earn my passage up the Black Gulf... what do you say?"*
*- Roland Von Koss, Vampire Exile*

**Minor Requirement – Condemned Man's Mount**
*Roland is a skilled knight, and will need a horse. You know that you could probably take one from the Fortress of the Pirate King – many horses end up in the castle's stables after their owners are thrown in the dungeons.*

If you end a campaign turn at the Fortress of the Pirate King, collect a **Condemned Man's Mount**. Alternatively, you may purchase one from any Port tile other than Dragon Tooth Castle for 25 GP.

**Major Requirement – Corrupted Heart**
*Roland needs some time to get his equipment in order. In the mean time, Blood Dragon or not, it may be best to bring back some fresh blood to avoid him being tempted to feed off the crew once he's on the ship.*

When you kill an enemy Pirate Prince in a campaign battle, you collect a **Corrupted Heart**. Bring the heart and mount back to Roland at Dragon Tooth Castle to complete this quest.

**Rewards**
Upon completion of *The Dragon on the Rock*, your warband is joined by **Roland Von Koss, Vampire Exile**. Roland allows you to pilfer what you can from Dragon Tooth Castle before leaving.
**Gain D3 Relics and 2D6 x3 GP. You gain three Marks of Piracy.**

**Roland Von Koss, Vampire Exile**

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 6 | 8 | 4 | 4 | 4 | 3 | 5 | 4 | 9 |

**Roland's Charger**

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 8 | 3 | 0 | 3 | 4 | 1 | 2 | 1 | 5 |

**Troop Type**
Cavalry (Special Campaign Character)
25x50mm base

**Equipment:**
Lance
Shield
Heavy Armor
Barding (Roland's Charger)

**Special Rules:**
Bloodthirster

**Bloodthirster**
For every two unsaved wounds he deals during each round of close combat, Roland regains a lost wound.

# Quest - The Dwarf Hold, "In the Hall of the Mountain Lord"

*Your warband comes upon an imposing dwarf karak in a mountainous region near the southern shore of Sartosa. The hold's massive stone doors open as you approach, and you step into an ornate but empty hall. You feel the vibration of industry rising up from the mining depths far under the fortress. Shortly, a grim dwarf flanked by guards emerges and sits on a throne at the end of the hall;*
*"I am Thane Fellrik Thorsson, Lord of the Mountain. Who are you and what brings you to my hold?"*

*You introduce yourself, applying titles and making boasts, but the stout lord only scoffs. Dwarfs are above all, proud and will not treat with those they don't respect. Even so, you know this stern thane is in no position to deny possible allies. Cut off from his kin on the mainland and living on an isle of thieves, sell-swords, and swindlers, with some work, you may sway the mountain lord to your cause. You excuse yourself, promising to return. The dwarf's cold eyes watch you depart.*

**Minor Requirement - Report of Renown x8**
*To earn Thane Fellrik's allegiance, you will have to be known as a capable leader throughout Sartosa.*

Each time you claim an objective during a campaign battle, win a scenario, or recruit a Special Campaign Character in any way, you earn a **Report of Renown**.

**Major Requirement – Have or have had Pirate King status**
*Thane Fellrik is a proud lord, and sees no need to treat with those he deems below his station.*

You must have or have previously had **Pirate King status** and **8 Reports of Renown** to turn this quest in back at the Dwarf Hold.

**Rewards**
Upon completing *In the Hall of the Mountain Lord*, your warband is joined by **Thane Fellrik, Lord Under the Mountain**. In addition, he presents your Pirate Prince with a chest of gold mined from the depths of the hold. **Gain D6 +1 Relics and 3D6 x5 GP. You gain four Marks of Piracy.**

**Thane Fellrik, Lord Under the Mountain**

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

**Troop Type**
Infantry (Special Campaign Character)
20x20mm base

**Equipment:**
Great Weapon
Mountain's Heart Hauberk

**Special Rules:**
Resilience
First Mate

**Mountain's Heart Hauberk**
Magic Armor. Grants Thane Fellrik a 4+ Armor save and a 6+ Ward save.
Thane Fellrik may not equip armor in his Character Item Slots.

**Resilience**
Models with Resilience cannot be Stunned or Rooted.

**First Mate**
Units in your warband may use your First Mate's Leadership value in the same way they would that of your Pirate Prince, following the Inspiring Presence rule in the Warhammer rulebook.

# Quest - Osso Hills, "Blood on the Hills"

*Despite its reputation, some on Sartosa do earn an honest living, such as the farmers in the countryside. Recently, farmers in the Osso Hills region have reported livestock has been going missing or found maulled from within well-secured and undamaged enclosures. Anger has turned to hysteria, with some blaming werewolves, dark magic, or their neighbors, causing long-simmering rivalries between local families to come to a head. The whole thing is dramatic and smells fishy enough to pique your interest.*

**Minor Requirement – Investigate the area around the Osso Hills**
*"We sniffed it out. It's just an old man and two huge wolves. They live in a cave in the woods. The 'ol bugger sneaks onto farms and opens the pens so his pets can eat the livestock. He hasn't been caught because he's REALLY good at sneaking about, but if the farmers find him, he's gonna hang."*
*- Crew member reporting to his Pirate Prince*

When you end a campaign turn within three map tiles of Osso Hills and have a recruited Special Campaign Character, they lead a group out to **Investigate the area around the Osso Hills** during the night.

**Major Requirement – Meat Rations x5**
*"We won't gain much by turning him in, and he'd be useful in a fight. Some of the crew have been talking to him. They call him Old Bones. He knew he'd be caught sooner or later and he's keen to join us, but we'd better have enough food to feed those pups..." - Crew member reporting to his Pirate Prince*

Each time you claim an objective during a campaign battle, you earn one **Meat Ration**. You may also buy Meat Rations at any non-Port city on the map for 5 GP each. You may turn this quest in if you have investigated the area around the Osso Hills, have 5 Meat Rations, and are within three tiles of the Osso Hills.

**Rewards**
Upon completion of *Blood on the Hills*, your warband is joined by **Old Bones, the Wild Man of the Hills**, and his two **Wild Wolves**. In his cave, your crew finds some salvageable weapons that can be sold quickly.
**Gain D3 Relics and 2D6 x3 GP. You gain two Marks of Piracy.**

### Old Bones, the Wild Man of the Hills

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

**Troop Type**
Infantry (Special Campaign Character)
20x20mm base

### Wild Wolf

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 7 | 3 | 0 | 4 | 3 | 1 | 4 | 2 | 4 |

**Troop Type**
War Beast
25x50mm base

**Equipment:**
Hand Weapon
Thick Pelt Cape

**Special Rules:**
Stealth(14)
Master of Beasts
Slavering Advance

**Thick Pelt Cape**
Heavy Armor. Grants the Regeneration(5) special rule. Old Bones may not equip armor in his Character Item Slots.

**Master of Beasts**
Old Bones is deployed with two Wild Wolves, which must begin the game no more than 3'' from him, then move independently, using their master's leadership value if he is within 12", even if Stealthed. Wild Wolves may not use any other character's leadership value.

**Slavering Advance**
Old Bones and his Wild Wolves may make a Vanguard move.

# Quest - Fortress of the Pirate King, "The Good 'ol Captain Lem"

*"Hey! Hey! It's me, Lem! As you can see, I presently find myself captive. One minor disagreement in a game of cards, and the Pirate Lords popped me into the stocks before they took off for Araby! Accused me of cheating, can yeh believe that?! I mean, I **was** cheating, but they were really unappreciative of my artful sleight of hand, especially considering I only have eight fingers. They said they'd kill me when they come back. My situation may seem hopeless, but I have an escape plan... I'm just going to need quite a bit of help. No! **Hey**! Don't walk away! You're not still mad about that one time are you?! I didn't know that was your ship! I would NEVER do something like that again! PLEEEASE!"*
*- Captain Lem, the Eight-Fingered Pirate*

**Minor Requirement – Cask of Ale x4**
*"You'll help me?! Capital, mate, you won't regret it! Now, for the first part of my plan, we will need three casks of ale. Wait. No. Make that four. Three for the plan...the other to celebrate afterwards."*

When you claim an objective during a battle, you collect a **Cask of Ale**. Alternatively, you may visit any Port city and buy them for 6 GP each. Armies from the Forces of Destruction or Neutral Forces receive a discount at The Black Cat in Sartosa City and may buy the casks there for 5 GP each.

**Major Requirement – Late Night Breakout**
*"You got the ale? Ok, the next part is easy. Pop open three casks and leave them in the mess hall. When the Pirate Lord's guards are completely pissed, send someone sneaky to pick this lock!"*

You perform a **Late Night Breakout** and complete this quest if you're at the Fortress of the Pirate King, have 4 Casks of Ale, and a character in your warband has the Stealth special campaign rule.

**Rewards**
Upon completion of *The Good 'ol Captain Lem*, your warband is joined by **Captain Lem, the Eight-Fingered Pirate.** As he makes his escape, Lem quietly pickpockets the sleeping fortress guards and presents his take to you proudly before downing the entire fourth cask of ale solo and passing out. **Gain D3 Relics and 2D6 x3 GP. You gain two Marks of Piracy.**

**Captain Lem, the Eight-Fingered Pirate**

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 4 | 5 | 4 | 4 | 4 | 3 | 4 | 3 | 8 |

**Troop Type**
Infantry (Special Campaign Character)
20x20mm base

**Equipment:**
Sea-Dog's Cutlasses
Light Armor

**Special Rules:**
The Iron Price
The Luckiest Wandering Rogue

**Sea-Dog's Cutlasses**
Paired Weapons. Lem may Parry in close combat without a shield, and is successful on a roll of 5+. Lem may not equip melee weapons in his Character Item Slots.

**The Iron Price**
You gain 1 Relic and D6 GP each time Lem causes an unsaved wound in close combat.

**The Luckiest Wandering Rogue**
After recruiting Lem, each campaign turn you may add +1 to your roll on the Events table to a maximum of 12, and you roll an additional D3 for Warband Movement.

# Quests - Character Slot Items

*In a world of magic and powerful artifacts, even a small band of pirates is bound to come across the unexplained and amazing in the course of their adventures.*

Quests may be completed once per warband. **Character Slot Items** earned through quests may be Slot 1 or Slot 2 items, as indicated by each item description.

## Quest - Vermunte, "The Verdant Tome"

*Life is a little more simple in Vermunte. Wealthy lords from other lands, former Pirate Lords, and captains who made it big have turned the city into a hub for the blissfully retired. Regular payments to the current Pirate Lords ensure their city is always protected and its citizens are not disturbed. It's best to tread carefully here and not draw much attention. To this end, your crew has visited the opulent city library, famed for its outdoor garden. The garden houses a strange curiosity – a living, plant-like book. The tome's sturdy roots anchor it to the ground and keep its pages sealed. Its cover is made of dew-tipped leaves that move throughout the day seeking the sunlight, and tropical birds constantly bask in the tome's glade. If you can figure out a way to uproot the tome, the magic inside may aid you against your enemies.*

**Minor Requirement – Gardening Shears**
*If you can find some gardening shears, you should be able to cut the book from its roots.*

Each time you claim an objective during a battle, roll a D3. On a roll of 3, you have located a pair of **Gardening Shears**. Alternatively, you may make a pair of Gardening Shears by destroying any mix of two Character Slot Items classified as a weapon or armor. Return to Vermunte with shears to quietly cut the book from its roots.

**Rewards**
Upon completion of *The Verdant Tome*, you gain a **Moss-Encrusted Tome**. You sell the book's magic-infused roots to a local alchemist. **Gain D3 Relics and 2D6 x3 GP.**
**You gain one Mark of Piracy.**

**Moss-Encrusted Tome – Slot 2**
Requires a Wizard level. The bearer may select the Lore of the Southlands from the Pirate Princes of Sartosa campaign book. If the bearer is from the Forces of Destruction or Neutral Forces (Ogre Kingdoms and Tomb Kings), the casting cost of each spell is increased by 1.

## Quest - Beffardo, "Treads of the City of Thieves"

*Your visit to Beffardo has not been a disappointment - quintessentially Sartosan, every conceivable vice is freely traded and available. Your crew enjoys a stroll down a bustling street, swinging mugs of ale to the tune of the ship's favorite shanty as the merriment is broken by the sounds of a fight at the next tavern. As you stop for a listen, a figure crashes out out of the second story window, raining shards of glass onto the street and landing with a dull 'THUD!' at your feet. You examine the victim with your crew at your back. The poor guy is a goner, likely dead before he was even thrown out the window. The dead bastard was out drinking, so he's bound to have pocket money. You rummage through his pockets in search of coin, but instead find a work order for an item awaiting pick up in Sartosa City. The item?*

*One pair of fine thief's treads.*

*Reading through the work order, it looks like the buyer paid in full and supplied materials to a back alley cobbler in Sartosa City before the job began. The list of the delivered items ranges from the exceptionally rare to the downright magical. This would make no normal pair of boots. You tuck the parchment away in your pocket. Looks like it's time to head to Sartosa City.*

**Major Requirement – Locate the cobbler in Sartosa City**
*The maker of the boots is fiercely secretive and the Sartosan underworld protects his identity and business due to his amazing skill. It will take a dedicated night of searching around Sartosa City to locate him.*

You must end a campaign turn in Sartosa City in order to **locate the cobbler** and turn this quest in. You may not turn this quest in otherwise, even if a campaign rule (such as a roll on the events table) says you may turn quests in from any tile.

**Rewards**
Upon completion of *Treads of the City of Thieves*, you gain a pair of **Cat Burglar's Footpads.** While inquiring about the cobbler, you were also able to shake down some drunks. **Gain D3 Relics and 2D6 x3 GP. You gain one Mark of Piracy.**

**Cat Burglar's Footpads – Slot 1**
The wearer gains the Stealth(8) special campaign rule and +1 Movement. Cat Burglar's Footpads may not be equipped by Wizards.

# Quest - Caragio, "Secrets of the Universe"

*After a ribald night of drinking, gambling, and excess debauchery, you and your crew treat yourselves to a stay in a Caragio inn. As befits a Pirate Prince, you take the inn's best room. It is impressively decorated and furnished to mimic the captain's quarters of a Pirate Lord's ship. Not quite ready to call it a night, you peruse about the room, finally opening the bed stand drawer. Inside is a book - 'Enchiridion of the Eons'. It must have been left by a previous occupant.*

*You cannot believe your eyes as you flip through the pages. The book deals in high arcane magic and the stars. Years are talked about as if insignificant as seconds, entire decades like mere minutes. It's well beyond your understanding, though it seems to be missing pages. Perhaps if you find those pages, the book would make more sense. If the book was undiscovered in the bed stand, it's possible the missing pages are still floating around Sartosa.*

**Minor Requirement – Find the Missing Pages x8**
*The only way you're going to make sense of this book is to find its missing pages.*

Each time you claim an objective during a campaign battle, you **locate a missing page**. Each time you kill an enemy Wizard, you **locate two missing pages**. Each time a Wizard (friend or foe) rolls on the miscast table during a campaign battle, you **locate a missing page**. Once you have located 8 pages, you may turn this quest in from any tile during the Quest phase or the Crew phase.

**Rewards**
Upon completion of *Secrets of the Universe*, you gain an **Enchiridion of the Eons. You gain two Marks of Piracy.**

**Enchiridion of the Eons – Slot 2**
Requires a Wizard level. The bearer may select the Lore of the Ages from the Pirate Princes of Sartosa campaign book.
*"The inside reads 'Property of Palemon, the Warden of Time. Return via black hole 42 if found.'"*

# Quest - The Damp Cave, "Fortunes and Portents"

*While trekking across the remote central mountainous region of Sartosa, you find a small cave opening. Peeking inside, you can see a bright blue light coming from further within. You follow the light through a narrow antechamber into a large damp grotto. In the center of the chamber is a small floating orb rotating chest-high above a shallow pool. It glows with an incandescent blue hue that causes rays of light to dance across the rocky, moss-laden walls as the orb wheels in place.*

*Mesmerized, you reach out and grasp the orb. As soon as you do, the stone walls quake and the trickle of water in the grotto becomes a steady rush. With the water pressure mounting and the walls beginning to crumble and crack, you make for the exit in a panic. You break through the narrow opening just in time to get clear of the complete collapse behind you.*

*Once outside and clear of the debris, you open your still shaking hand to inspect the orb. You're met with the horrific sight of what appears to be a human eye. It's hard to the touch and looks to be aware, rotating and seemingly inspecting the surroundings. It no longer glows with the otherworldy potency it had in the cave. Perhaps there's something you can do to restore this strange artifact's power.*

**Major Requirement – Cheat Fate x3**
*The eye is a powerful arcane item tied to the winds of magic and the finality and fatality of fate. If you can cheat fate three times, the eye's power will return.*

Each time one of your units saves a wound via a ward save, you **cheat fate**. Once you have done this three times, you may turn this quest in from any tile you're at during the Quest phase or the Crew phase.

**Rewards**
Upon completion of *Fortunes and Portents*, you gain the **Eye of the Fates. You gain one Mark of Piracy.**

**Eye of the Fates - Slot 1**
Arcane Item. The bearer gains the Loremaster special rule and a 4+ Ward save.
*"It offers wisdom and glimpses of the future."*

# Quest - Ossomunte, "The Esoteric Order of Ra'fathh"

*Ever since the strange tome was fished out of the harbor, a heavy rain began falling over the city. As the people of Ossomunte gathered to read the eldritch passages of the book of Ra'fathh, a dark influence spread over their hearts. Interest turned to devotion and devotion into fanaticism as the fervor warping their minds became mirrored in their flesh. Those who were corrupted the earliest pillaged the temple of Manaan, renaming it the First Church of the Esoteric Order of Ra'fathh, and were rewarded in kind - their fingers became rubbery tentacles and skin turned viscus and oily as their appearance became increasingly fish-like. Now the inhabitants of the city come out only at night to worship and make sacrifices to their dark new god. Palpably evil as the tome may be, it is very powerful and may be useful against your enemies.*

**Major Requirement – Create a Dampening Bauble**
*The malignant taint of the book of Ra'fathh can be redirected into a magically infused bauble to allow a Wizard access to its secrets free from the tome's dark mental influence. A Wizard can create a dampening talisman using the lingering energies of latent spells from a battlefield.*

Each time a friendly Wizard successfully casts a spell, or for every two times enemy Wizards successfully cast spells as long as a friendly Wizard is present on your side, you gain one **Dampening Charge**. When you have **Dampening Charge x6**, they turn into a **Dampening Bauble**.

**Major Requirement – Have a Loremaster Wizard in your party.**
*Taking the book from the church of the Esoteric Order of Ra'fathh is simple enough during the day, as the heavy rain will mask your party and the people of the city will be hiding in their damp, molding homes awaiting the night. They think the book too powerful for anyone to overcome, and post no guards in the leaky church. You will, however, need an exceptional Wizard to contend with the energies of the book and properly bind it to the dampening bauble.*

You must have **a Wizard with the Loremaster special rule in your warband's army list** and have a **Dampening Bauble** to turn this quest in at Ossomunte.

**Rewards**
Upon completion of *The Esoteric Order of Ra'fathh*, you gain the **Grimoire of Darkest Depths**. While your Wizard grabs the book, your crew steals the temple's artifacts and idols. **Gain D6 Relics and 2D6 x5 GP. You gain three Marks of Piracy.**

**Grimoire of Darkest Depths – Slot 2**
Requires a Wizard level and the Loremaster special rule. The bearer may select the Lore of the Deeps from the Pirate Princes of Sartosa campaign book. If the bearer is from the Forces of Order, the casting cost of every spell is increased by 1.
*"Upon finding their tome lost and temple destroyed, the most mutated members of the Order swam out to sea in search of their eldritch god and were never heard from again."*

## Quest - Caprio, "A Gift of the Wind"

*You find the city of Caprio nothing short of mundane - at least to Sartosan standards. Before leaving, you head to the outskirts of the city to check out the bluffs overlooking the sea. It's a short walk, but the path is decidedly bare. Strangely, the area is devoid of buildings, landmarks, and foliage. As you proceed, you're met with powerful gusts coming from the direction of the overlook. You're startled when the gusts soon become powerful hurricane winds. You steel yourself and unsheathe your cutlass, digging it into the ground to anchor you as you push forward. By the time you're near the cliff edge, the wind is howling so violently that you're forced to crawl on your belly. With the last of your strength you reach the edge and look on to a picturesque panorama of blue. You're in such a state of awe that you don't realize the wind stopped entirely.*

*You brave to stand and appreciate the view in full, basking in the reward you've earned. As you look onto the endless azure horizon, a booming voice behind you quakes so loudly that you're almost startled off the cliff edge. You turn around and see a gigantic being made of whipping whirlwinds. The air elemental looks on you with piercing, lightning-charged eyes. Your back is to the bluffs and the rocky surf far below. Its got you dead to rights. You brace for its push and the fall to your assured death, but instead, the air elemental begins to talk...*

**Major Requirement – Make an offering to the wind x5**
*The air elemental is impressed with your dedication, and promises to gift you a weapon infused with his essence if you make five offerings to him.*

Each time you kill an enemy model with a non-magical ranged attack made at long range, you **make an offering to the wind**. Once you have done this five times, return to Caprio to turn this quest in.

**Rewards**
Upon completion of *A Gift of the Wind*, you gain **Zephyr, the Windbow**. **You gain three Marks of Piracy.**

**Zephyr, the Windbow – Slot 2**
Bow. 24" Range, Strength 3, Quick To Fire
Once per battle, the bearer may exchange all other shooting to fire a single magical arrow that splits into 3D6 magical Strength 3 arrows. Roll to hit for each arrow.

## Quest - Roba, "The Cutlass of the Last True King"

*The city of Roba lies directly in the shadow of the grand Fortress of the Pirate King. It is said that Roba originally sprung up as a pirate outpost, and thrived in the earliest days of Sartosan piracy, long ago. In those halcyon days, pirates were united under one king, and as his days grew long and piracy thrived, the ambition of those who served him grew. As the legend goes, a rash but successful young Pirate Prince sought to usurp the aging king, gathered support, plotted, and seized his opportunity – marking the occasion by decapitating the King of Pirates with his own blade.*

*This selfsame traitorous bastard then ordered the creation of a great fortress to be carved directly into the neighboring mountain so that he, as the new King of Pirates, could lord over Sartosa in safety of meeting a similar fate.*

*Nowadays Roba lies decrepit, forever downwind of the impenetrable fortress built by those who betrayed her legacy, and that of the one true Pirate King. Amidst the crumbling remains of the old outpost, it is said the enchanted cutlass of the old king lies waiting, unwilling to dull or rust until its owner's legacy is avenged... perhaps by you?*

**Major Requirement – Prove Worthy of the Blade's Legacy**
*The king's blade waits for someone worthy of its legacy who will punish and draw the blood of the pirates working under the current caste system in Sartosa.*

You must kill an enemy Pirate Prince, reach your opponent's deployment zone with your Pirate Prince during a campaign battle, and have or have previously had Pirate King status during a campaign turn in order to **prove worthy of the blade's legacy** and turn this quest in back at Roba.

**Rewards**
Upon completion of *The Cutlass of the Last True King*, you gain the **Cutlass of the Last True King**. In addition to this, while exploring Roba, you locate long-forgotten treasure. **Gain D3+1 Relics and 3D6 x3 GP. You gain three Marks of Piracy.**

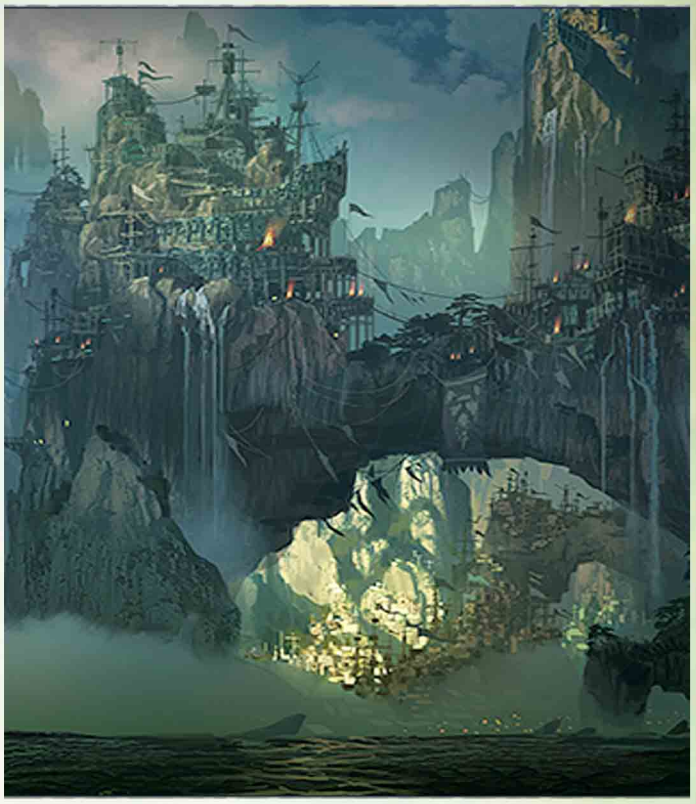
**Cutlass of the Last True King - Slot 2**
Hand Weapon. Requires Pirate Prince. The bearer gains +1 Attack and +1 Leadership. As long as the Cutlass of the Last True King is equipped, if you do not have Pirate King status, you are eligible for the Pirate King rewards after each battle as if you did.

# Early Campaign

**Playing a Scenario**
Each campaign turn you will play the scenario that corresponds to the campaign turn number. These are listed below along with the recommended points values if your play group is running an escalation campaign.

**1 - Seadogs at the Black Cat (500 points)**
**2 - The Fighting Pits of Sartosa (500 points)**
**3 - Shipyard of the Damned (750 points)**

**Special Campaign Characters**
You may field **up to three** recruited Special Campaign Characters each battle. These count as additional character units and follow all the rules for Characters from the Warhammer rule book and this campaign.



**Objectives**
If a scenario directs you to place objectives on the battlefield, do so following the instructions in the Special Campaign Rules section.

**Rewards**
In addition to other scenario-specific rewards, early campaign scenarios may direct you to the Pirate Prince's Plunder items on the adjacent table. Keep in mind that you may only earn rewards for the first campaign battle you play each campaign turn, and you may only own one instance of any single Character Slot Item.

In the case of the Pilfered Crate and Jolly Roger, note that these are not Character Slot Items - they are Special Campaign Items that affect your options and quests. A heroic model upgraded to a Battle Standard Bearer with a Jolly Roger follows all the rules for Battle Standard Bearers from the Warhammer rulebook as well as this campaign.

Pilfered Crates may be chosen as a reward as many times as you'd like and may be held onto until used to make progress in a current or future quest.

## Pirate Prince's Plunder

**Pilfered Crate**
You may cross off one instance of a Minor Requirement from one of your active quests.

**Jolly Roger - Unique**
You may upgrade an eligible Hero in your army list to a Battle Standard Bearer at no cost.

**Crewman's Cutlass - Slot 2**
Hand Weapon. The bearer gains +1 Attack.

**Corsair's Cuirass - Slot 1**
Heavy Armor. The wearer gains a 6+ Ward save.

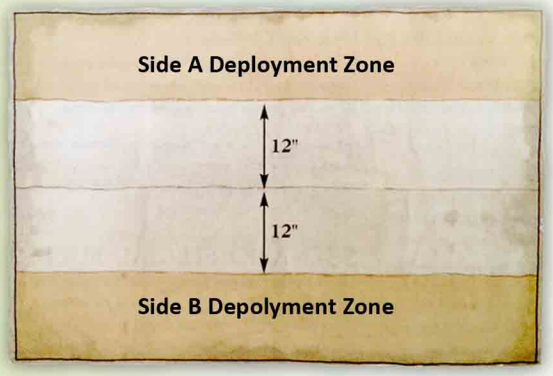
**Brine Magi's Cape - Slot 1**
Requires a Wizard level. The wearer counts their armor save as being two points higher than normal and gets +1 to Dispelling.

# Seadogs at the Black Cat

*Where to first? Wherever you can get a drink, of course. The Pirate Lords are away but Sartosa City is always bustling, so you'll want to keep a low profile. You head to dive bar row and a place you know well - the Black Cat tavern. Inside, the drinking begins and doesn't stop. You order booze by the keg, and soon you've cleaned the place out. Not sated, you send crew members out to neighboring taverns to pick up more kegs. During the lull, another crew comes in, already wasted. When the barkeep, shady Black Velvet Price, informs them you drank the tavern dry, insults fly, swords are drawn, and their captain invites you outside...*

**The Battlefield**
After placing terrain, players take turns adding Booze Barrel objective markers to the battlefield following the Objective rules in the Special Campaign Rules section. **Deploy as per the Battleline scenario in the Warhammer rulebook. If you're playing at 500 points, use half of a 6x4 foot table.**

**Scenario Objective**
Each time you claim an objective, roll a D3 and consult the Booze Barrels chart.




**Victory**
Use victory points to determine the winner of the battle as per the Warhammer rulebook.

**Victory Rewards**
Victorious players may pick an item from the Pirate Prince's Plunder.

**Pirate King**
If you have Pirate King status this campaign turn, you may pick an item from the Pirate Prince's Plunder even if you lost the battle.

**Campaign Rewards**
All players receive D3 Relics and 2D6 x3 GP. Each player also picks a Ring from the Signets of the Pirate Lords list at the bottom of the Events page.

## Booze Barrels

Each time you claim an objective, roll a D3.

**1: Barrel of 'Black Velvet' Price's Well Whiskey**
*High proof, low price, guaranteed to work every time!* The unit that claimed the objective is at +1 Toughness and subject to Stupidity for the remainder of the battle. Subsequent Booze Barrel rolls of 1 made by that unit have no effect.

**2: Barrel of Trader Moopy's Enchanted Tiki Grog**
*A barrel full of a magical but dangerous rum cocktail.* The unit that claimed the objective immediately makes a Strength 4 breath weapon shooting attack as described in the Warhammer rule book. Use the base of any model in the unit's forward arc to make the attack from. It counts as Flaming and Magical.

**3: Barrel of Trader Moopy's Sartosan Zombie**
*Delicious tropical juices and lime barely cushion the punch packed by three types of rum.* The unit that claimed the objective is subject to Frenzy. Subsequent Booze Barrel rolls of 3 made by the unit have no effect unless its Frenzy has been lost.

# The Fighting Pits of Sartosa

*The shout comes in piercing and jarring, "Hey! Wake up!"*

*You feel the sting of a heavy slap, and the memories begin to work their way back through the haze. You recall your night of fun at the Black Cat... and an angry, drunk rival Pirate Prince looking for trouble... You have a terrible, pounding headache.*

*You open your eyes to find yourself in a holding cell. Your crew is scattered about, nursing their hangovers. A hulking brute hovers over you, his massive body muffling cheering from outside.*

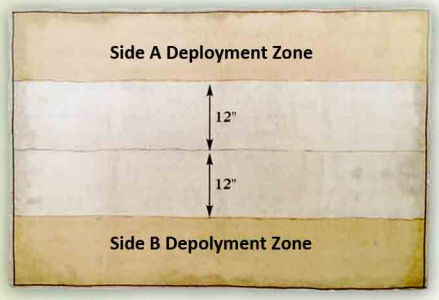
*"Finally, he's awake! Look, - you're at the Sartosa City fighting pits. I've been paired up with you and your bunch of idiots, and they won't fight without you. Nevermind why I'm here - YOU'RE here because you stole a bunch of liquor and caused a scene in the street before you blacked out. The the Pirate Lords' men brought you here. Now we have to fight some of the OTHER morons that went wild last night, and I don't intend to die today. If you are the captain of these idiots, then I need you to get up and lead!"*

*An arena is Sartosa's version of a drunk tank?! You stand up and start barking commands at your groaning crew. The brutish pit fighter scoffs and begins to sharpen his weapons.*

*In short order the holding cell gate rises and you and your crew, flanked by the gladiator, step into the arena.*

**The Armies**
Each player adds a Savage Pit Fighter from the Scenario Characters section to their army for this battle.

**The Battlefield**
Deploy as per the Battleline scenario in the Warhammer rulebook. If you're playing at 500 points, use half of a standard 6x4 foot table.




**Victory**
Use victory points to determine the winner of the battle as per the Warhammer rulebook.

**Victory Rewards**
Victorious players may pick an item from the Gladiator's Tribute.

**Scenario Rewards**
Players whose Savage Pit Fighter killed at least two enemy models during the game recruit the Savage Pit Fighter.

**Campaign Rewards**
All players receive D3 Relics and 2D6 x3 GP. Each player also picks an item from the Pirate Prince's Plunder.

**Pirate King**
If you have Pirate King status this campaign turn, if you lost the battle, you may pick from the Gladiator's Tribute instead of the Pirate Prince's Plunder for your Campaign Rewards this turn.

## Gladiator's Tribute

**Brawler's Harness – Slot 1**
Light Armor. The wearer gains the Always Strikes First special rule.

**Berserker's Claws - Slot 2**
Paired Weapons. The bearer has Weapon Skill 10 and +2 Initiative.
*"SNIKT!"*

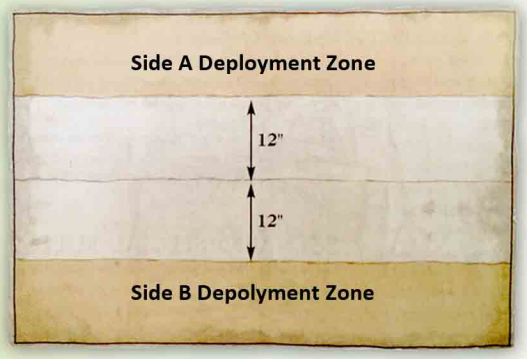
**Trident of Manann – Slot 2**
Halberd. During the shooting phase, if the bearer is not engaged in close combat, they may make a shooting attack with the following profile;

10" Range, Strength 3, Multiple Wounds (D3).

# Shipyard of the Damned

*The biting cold stirs you awake. You remember being hungover and coming to your senses only to get thrown into a fighting pit. Waking up in total daze is a recent pattern you really want to break. It's a dusky evening and you're in an unmistakable place - the Shipyard of the Damned. Ships that meet their doom on the offshore deathtrap known as the Skull Sands have been washing up on this beach since anyone can remember. The coastline is peppered with rotting hulks, skeletons, and bloated corpses, giving the place a dark macabre energy.*

*The Pirate Lord's men left you here to die after passing out in the fighting pits. As your frightened crew gathers around, they say some of the fresh corpses have beeen moving about. Before you can talk them out of their superstition, a rival pirate crew comes into view from around the bend...*




**The Battlefield**
After placing terrain, players take turns adding Shipwreck Debris objective markers to the battlefield following the objective placement rules . **Deploy as per the Battleline scenario in the Warhammer rulebook.** At 500 points, use half of a standard 6x4 foot table.

**The Armies**
Each time you wipe out an enemy unit, at the beginning of your next turn, place it under your control fully healed anywhere within 6" of the unit that killed it, if that unit is still on the battlefield. It may not march.

**Victory**
Use victory points to determine the winner of the battle as per the Warhammer rulebook. Resurrected units are worth the amount of victory points listed in their army list.

**Victory Rewards**
Victorious players may pick an item from the Pirate Prince's Plunder or the Dead Man's Chest.

**Campaign Rewards**
All players receive D3 Relics and 2D6 x3 GP.

## Dead Man's Chest

**Hauberk of Bone – Slot 1**
Light Armor. The wearer gains Magic Resistance(2) and enemies suffer a -1 To Hit penalty when attempting to strike the wearer in close combat.

**Charm of the Drowned King - Slot 1**
Talisman. Whenever an enemy model successfully wounds the wearer, it immediately suffers a Strength 3 hit. At the end of your Magic phase, if the wearer is missing a wound, roll a D6. On a 5+, the wearer regains a lost wound.

**Titan's Chain and Anchor - Slot 2**
Great Weapon. The bearer gains +1 Toughness. During the shooting phase, if not engaged in close combat, the bearer may make the following shooting attack;

8" Range, Strength 3. If this attack hits a single enemy model on foot, you may move the model D6 inches in the direction of the bearer. If this places the models in base contact, the bearer of the Titan's Chain and Anchor is considered to have charged the target.
*"Sometimes I think this anchor just weighs me down..."*

**Pirate King**
If you have Pirate King status this campaign turn, you roll D3 +1 Relics and 3D6 x3 GP for your Campaign Rewards currency roll this turn. You may also add +1 to your Tale of the Drowned King rolls during your Scenario Rewards.

**Scenario Rewards**
For each Shipwreck Debris objective you claimed during the battle, roll a D3 and consult the Tale of the Drowned King.

## The Tale of the Drowned King

**1**: *With his small realm at war and his forces few, the king set sail on ships loaded with gold to hire Sartosan pirates as mercenaries.*
**You find some ancient coins. Gain D3 Relics and 2D6 x 3 GP. Subsequent results of 1 are lost.**

**2**: *Unused to long sea voyages, the king became enraged when his men urged taking a longer route around the southern Sartosan coast. Impetuously, he took the helm and led his fleet into the Skull Sands.*
**Pick an item from the Dead Man's Chest. Subsequent rolls of 2 are lost.**

**3**: *The king's brash choice cost him his family, home, and legacy. Forever haunted by his rash act, he exists now as a restless wight.* **You find the broken hilt of the king's sword and his spirit appears before you. You recruit the Wight of the Drowned King from the Scenario Characters section. Subsequent rolls of 3 are lost.**

# Late Campaign

**Playing a Scenario**
Each campaign turn you will play the scenario that corresponds to the campaign turn number. These are listed below along with the recommended points values if your play group is running an escalation campaign.

**4 - Broadside Barrage (750 points)**
**5 - The Eldritch Cove (750 points)**
**6 - The Tower in the City of Thieves (1000 points)**
**7 - Ire of the Pirate Princess (1000 points)**

## Pirate Lords Bounty

**Jose - Slot 1 or 2**
Once per battle, the bearer may reroll a failed Armor save, Ward save, characteristic test, or result on the miscast table.
*"Wake up, Jose!"*

**Crown of the High Seas - Slot 1**
Magic Armor. Requires Pirate Prince. The wearer counts their armor save as being one point higher than normal and their Inspiring Presence special rule is extended to 14".

**Harlock's Boots - Slot 1**
Requires Pirate Prince or First Mate. The wearer and all friendly lone characters on foot within 14" of the wearer gain +1 Movement.

**Deadeye's Armguards - Slot 1**
The wearer gains +1 Ballistic Skill and a 5+ Ward save against all ranged attacks.

**Rod of Transcendence - Slot 2**
Arcane Item. The bearer generates one spell more than his Wizard level when generating spells and always knows his lore's signature spell.

**The Scaleblade – Slot 2**
Great Weapon. At the beginning of each round of close combat, enemy models in base contact with the bearer must pass a Toughness test or suffer a wound with no saves of any kind allowed. For each wound dealt this way, the bearer instantly recovers one missing wound.
*"A living blade that stirs and writhes within its sheath"*

**Special Campaign Characters**
You may field **up to four** recruited Special Campaign Characters each battle during the Late Campaign. These follow all the rules for Characters from the Warhammer rule book and this campaign.

**Objectives**
If a scenario directs you to place objectives on the battlefield, do so following the instructions in the Special Campaign Rules section on page 6.

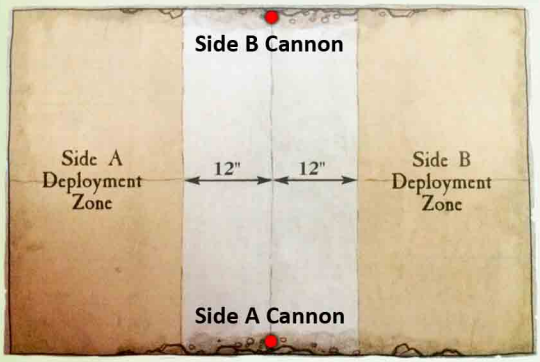
**Rewards**
In addition to other scenario-specific rewards, late campaign scenarios may direct you to the adjacent Pirate Lord's Bounty items. Note that you may only earn rewards for the first campaign battle you play each campaign turn, and you may own only one instance of any single Character Slot Item.

**Campaign End**
The campaign ends at the end of the seventh campaign turn's battle, Ire of the Pirate Princess.

# Broadside Barrage

*Making it out of the Shipyard of the Damned, you realize that you came to Sartosa looking to take advantage of the absence of the Pirate Lords, and it's been Satrosa that has taken advantage of you. It ends now. You have learned that one of your rival pirate crews is, quite vulnerably, traversing down a nearby narrow peninsula. You plan to unload cannon fire on them while your crew blocks off their passage. From now on, you'll be the one on the offensive, and Sartosa will learn to fear your name.*

**The Battlefield**
After placing terrain, players take turns adding objective markers to the battlefield following the objective rules in the Special Campaign Rules section. **Deploy as per the Battle for the Pass scenario in the Warhammer rulebook. If you're playing at 500 points, use half of a 6x4 foot table.**




The "cliffsides" in the Battle for the Pass scenario represent ocean, with the player's ships anchored on either end, cannons loaded! During their shooting phase, players may fire their respective cannon at their enemies once, following the rules for Great Cannons in the Warhammer rulebook.

Remember that when using a ranged attack in Pirate Princes of Sartosa, you must be aiming with the intention to realistically hit a target that is clearly visible to your army. You may not shoot directly or indirectly in such a way that you're aiming to hit a unit that is Stealthed without aiming at an enemy unit that is actually visible to you.

**Scenario Objectives**
Each time you claim an objective, gain 1 Relic and D6 GP.

**Victory**
Use victory points to determine the winner of the battle as per the Warhammer rulebook.

**Victory Rewards**
Victorious players may pick an item from the Pirate Lord's Bounty.

**Pirate King**
If you have Pirate King status this campaign turn, you may pick an item from the Pirate Lord's Bounty if you lost the battle.

**Campaign Rewards**
All players receive D3 +1 Relics and 3D6 x3 GP. Each player also picks a Ring from the Signets of the Pirate Lords.

**Scenario Rewards**
For every two objectives you claimed during the battle, you gain a Pilfered Crate.

**Pilfered Crate**
You may cross off one instance of a Minor Requirement from one of your active quests.

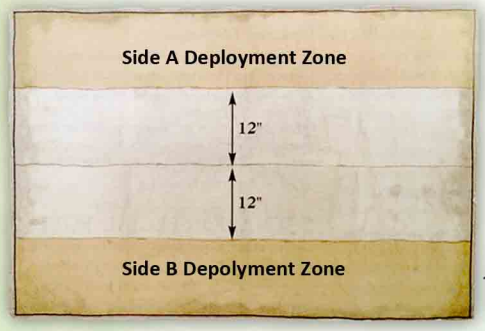
# The Eldritch Cove

*After hearing a rumor, you've sailed into a cavernous cove said to house a magical artifact of terrible power. Quietly making your way along a well-worn path into the musty caverns beyond, you notice the rock walls are marked with carvings of tentacled beings and strange symbols. Jet-black pools of water pepper the ground, slowing your advance.*

*Inside a vast chamber you make out a scantily-clad priestess at a distant altar. Bathed in torchlight, she chants in fevered worship at a golden idol depicting a being with a tentacled mouth. You're so mesmerized that it takes you a moment to notice a rival pirate crew standing at the opposite end of the chamber, equally transfixed.*

*As the chanting reaches a piercing pitch, you realize the priestess has been aware of her intruders from the start. Walls begin to quake as gigantic tentacles spring out of the dark pools, whipping about violently. You shout over the turmoil at your crew to charge the rival pirates.*

**The Battlefield**
Along with other terrain, place Deep Pool objectives onto the battlefield, following the objective rules in the Special Campaign Rules section. Treat these as small, passable water feature terrain pieces in addition to being objectives. After being claimed, they are not removed, but may not be claimed as objectives again. **Deploy as per the Battle for the Pass scenario in the Warhammer rulebook.** At 500 points, use half a 6x4 foot table.

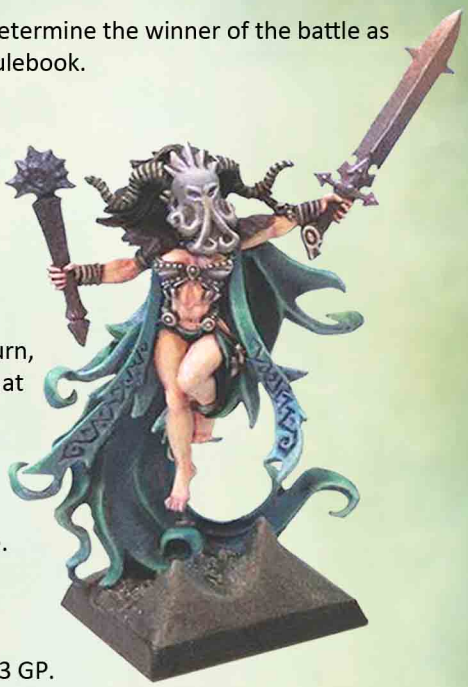



**Scenario Objective**
Each time you claim a Deep Pool objective, consult the Deep Pools chart.

**Victory**
Use victory points to determine the winner of the battle as per the Warhammer rulebook.

**Victory Rewards**
Victorious players may pick an item from the Pirate Lord's Bounty.

**Pirate King**
If you have Pirate King status this campaign turn, as long as you claimed at least three Deep Pool objecives during the battle, you earn an Idol of the Deep Gods at the end of the game.



**Campaign Rewards**
All players receive
D3 +1 Relics and 3D6 x3 GP.

## Deep Pools

Each time you claim an objective, roll a D3.

**1: Wrath of Ch'Thumma**
*You hear a pounding psychic voice inside your head as monstrous tentacles errupt from the water pools, "YOU ARE UNWORTHY!"*

The unit that claimed the objective takes 8 Magical hits at D3 Strength distributed as if from shooting.

**2: Wrath of Ra'fathh**
*A shrill voice errupts in your mind, "THEY SHOULD NOT BE HERE!" - You witness in astonished horror as your enemies are assaulted by terrifyingly large tentacles.*

Select an enemy unit that is within 8" of a water pool. That unit takes 8 Magical hits at D3 Strength, distributed as if from shooting. Ignore this if no enemy is within range.

**3: Idol of the Deep Gods**
*You uncover a lost idol of the dark gods of the deep.*
At the end of the battle, you recruit the Sea Witch of Ra'Fathh from the Special Campaign Characters section. For the rest of the battle, any further results of 3 on the Deep Pools chart are lost.

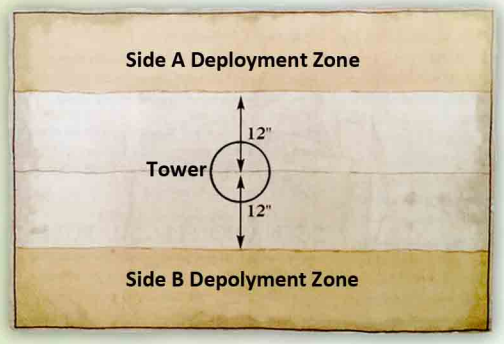
# The Tower in the City of Thieves

*There is a tall circular tower with no visible entrances surrounded by a vast wall in Sartosa City. It is the personal fortress of a feared Pirate Sorcerer-Lord who has joined the Arabyan raid and left his grand complex unguarded. If you can manage a way in, relics in the uppermost chambers might be used to take control of the Fortress of the Pirate King...*

*Willing to brave the sorceror's ire and the dangers of the tower, you've decided to risk a quiet infiltration in the dead of night. Hopefully, no one else had the same idea...*

**The Battlefield**
Place a tower at the center of the table along with any other terrain. **Deploy as per the Battleline scenario in the Warhammer rulebook.** At 500 points, use a full table.

**Scenario Objectives**
The center tower is the Sorcerer's fortress and does not have any discernable entrance, therefore it may not be occupied. **Only an unengaged character with the Stealth special campaign rule may scale the tower from its base, at the cost of their turn's movement.** The top of the tower is open and must allow for several models.




**Victory**
Use victory points to determine the winner of the battle as per the Warhammer rulebook.

**Victory Rewards**
Victorious players may pick an item from the Pirate Lord's Bounty.

## Treasures of Sartosa

**Claymore of Rampant Typhus - Slot 2**
Great Weapon. At the beginning of each of your turns, select between Weapon Skill, Strength, Initiative, or Leadership. All models in base contact with the bearer are at -1 to that characteristic during your turn.
*"The sorcerer used this cursed blade to imprison a cosmic visitor from beyond."*

**Heart of the Heavens - Slot 1**
Talisman. Requires a Wizard level. The bearer gains +1 Toughness and +1 to casting.
*"Finally free, the cosmic prisoner thanked you as he died."*

**Pirate Lord's Regalia - Slot 1**
Magic Armor. Requires Pirate Prince. Grants a 2+ Armor save and a 5+ Ward save. Neither may be improved.
*"Fear and respect. There is no greater armor in all of Sartosa."*

**Scenario Rewards**
Any player with a model at the top of the tower at the end of the game picks an item from the Treasures of Sartosa.

**Pirate King**
If you have Pirate King status this campaign turn, you may pick an item from the Treasures of Sartosa along with any other rewards you're eligible for.

**Campaign Rewards**
All players receive D3 +1 Relics and 3D6 x3 GP.

# Ire of the Pirate Princess

*Breaking into the fortified tower of a feared Pirate Lord definitely raised your profile. So much so, in fact, that the entirety of your impetous and ill-planned Sartosan adventure has caught up with you. You've caught the attention of Carmen Sicilieri, the Pirate Princess of Sartosa; undisputed ruler of the island and queen of the seas, freshly returned from her vacation.*

*The Pirate Lords are at her command, Sartosa is her domain, and the Fortress of the Pirate King is her home. After hearing of your many exploits, she is annoyed... and has a plan.*

*The Pirate Princess has spread a rumor sure to get the attention of every crew on the island - word's gone out that a magical treasure from the deepest holds of the Fortress of the Pirate King, too dangerous to fall into the hands of any of the absent Pirate Lords lest the balance of power is disrupted, is hastily being moved to a vault in Sartosa City under highest secrecy.*

*Needless to say, you bought it hook-line-and-sinker. Topping off this ruse, Carmen has shipped in a band of mercenaries from Marienburg, who are eager to spring her trap while testing their new experimental Lancer-Class landship!*

*On the plus side, you got off easy. It's the Pirate Lords who left Sartosa undefended that will face the personal wrath of the Pirate Princess.*

**The Battlefield**
The final scenario is a mega battle involving every warband. Following the rules for deployment, after placing terrain in a play area large enough to accomodate everyone, the players take turns deploying onto the battlefield starting with the player with the least Marks of Piracy to the most, ties roll off.

**The Armies**
Place a chariot sized model (50 x 100mm base) at the center of the battlefield to represent the Lancer-Class landship.

**Lancer-Class Landship**

| M | WS | BS | S | T | W | I | A | Ld | Troop Type |
|---|---|---|---|---|---|---|---|---|---|
| 2D6 | - | 3 | - | - | - | - | - | - | Unique (50 x 100mm) |

**Lancer-Class Landship**
At the beginning of each player's turn, before the start of the movement phase, the active player takes control of the landship and moves, generates steam, and fires any available weapons (in that order).

As each player needs to be able to control it during their turn, the landship may not enter into close combat, charge or be charged, and always stops one inch away from any other unit or impassable terrain. Other units must always remain at least one inch away from the landship.

In addition, the landship may not be targeted by ranged attacks of any kind, and it ignores any template-based attacks or effects such as war machine fire or magical vortexes. If the landship model would be in the path of a bouncing cannon ball, the shot is stopped by the landship's armor plating and the bounce trajectory ends.

**Landship Movement**
The Lancer-Class is smaller and more manueverable than the larger, fortress-like Marienburg-Class landship. To move, roll 2D6 - you may move the Lancer-Class landship that many inches this turn. It is free to pivot before moving and may end its movement facing any direction.

**Landship Steam Engine**
The Lancer-Class runs on a new engine that generates steam without risking the chance of overheating, albeit to less spectacular results. After movement, roll a D6. This is the amount of Steam Points you may use this turn to fire weapons.

**Landship Weapons**
The Lancer-Class is outfitted with two weapons by default: the Light Culverin and Steam Spitter. If your campaign is being played at 750+ points, the landship is also outfitted with the Pellet Mortar. If you're playing the scenario at 1000+ points, the Pressure Harpoon is also available. Each weapon may be fired once per turn, as your Steam Points allow.

Units that are wiped out or flee off the board as a result of you firing the landship weapons add to your victory points at the end of battle.

**Light Culverin - 2 Steam Points**
The Light Culverin may only be fired directly ahead from the landship's forard arc and is a cannon with the following profile:

| *Range* | *Strength* | *Special Rules* |
|---|---|---|
| 18" | 4 | Multiple Wounds (D3) |

If the first artillery dice rolls a misfire, the Light Culverin does not fire, and you immediately lose D3 Steam Points. The Light Culverin may not fire grapeshot.

**Steam Spitter - 1 Steam Point**
The Steam Spitter may be fired as a Strength 2 Breath Weapon shooting attack once per turn from either of the landship's flanks. You may increase the Strength of the Breath Weapon by 1 for every 2 additional Steam Points expended.

**Pellet Mortar - 1 Steam Point**
The Pellet Mortar is fired as a Stone Thrower using the large round template. It draws line of sight from the lanship's back arc and uses the following profile:

| *Range* | *Strength* | *Special Rules* |
|---|---|---|
| 24" | 1(4) | Armor Piercing<br>Multiple Wounds (D3) |

If the artillery dice rolls a misfire, the Pellet Mortar does not fire, and you immediately lose D3 Steam Points.

**Pressure Harpoon - 2 Steam Points**
The Presure Harpon is a Bolt Thrower with a 360 degree line of sight and the following profile:

| *Range* | *Strength* | *Special Rules* |
|---|---|---|
| 30" | 4 | Multiple Wounds (D3)<br>Ignores armor saves |

**Victory**
Use victory points to determine the winner of the battle as per the Warhammer rulebook.

**Victory Rewards**
Victorious players receive 3 Marks of Piracy.

**Pirate King**
If you have Pirate King status this campaign turn, you receive a Mark of Piracy in addition to any other rewards.

**Scenario Rewards**
For each enemy Pirate Prince or Special Campaign Character with the First Mate special campaign rule that you killed during the battle, you receive a Mark of Piracy.

For each Special Campaign Character and Pirate Prince of your own that survived the battle, you earn one Mark of Piracy.

**Ending the Campaign**
At the end of Ire of the Pirate Princess, once players have tallied their final Marks of Piracy, **the player with the most Marks of Piracy is crowned the winner of the campaign.**

If there is one or more ties, the campaign master must organize tie braker sessions.

The participating players in a tie breaker match must flip a coin, with the winner selecting any one of the scenarios in the Pirate Princes of Sartosa campaign other than "Ire of the Pirate Princess" to be replayed in order to determine the ultimate winner.

Players may field up to four of their recruited Special Campaign Characters in tie breaker matches, regardless of which scenario is picked.

No rewards of any kind are earned for playing a scenario for a tie breaker match.

# Sartosa to Lustria

Playgroups may be interested to play the larger scale "The Conquest of Lustria" campaign pack (also available for free at www.moopysavessummer.com) after finishing Pirate Princes of Sartosa.

In *The Conquest of Lustria*, players take the role of conquering emperors invading the lush jungle continent of Lustria, home of the Lizardmen.

This empire-builing campaign is intended for full-scale games of Warhammer Fantasy, and has players manage resources, expand their territory, invade enemy lands, and defend their empires as they purchase highly powerful weapons and items, hire goblin explosives experts, recruit mercenaries, and play scenarios.

This page contains guidelines to help transfer some of the progress made in Sartosa to the deepest jungles of Lustria, should the campaign master allow it.

**Special Campaign Characters**
Recruited Special Campaign Characters may be taken from *Pirate Princes of Sartosa* to *The Conquest of Lustria,* but must follow all the rules and restrictions to character models presented in *Pirate Princes of Sartosa*.

These characters retain their Character Item Slots, abilities, and characteristics, but must follow and all Special Campaign Rules from *Pirate Princes of Sartosa* such as Stealth(x), First Mate, may not join units, etc. They are themselves considered units with a front, back, flanks, and use a forward-arc line of sight.

You may field the following number of *Pirate Princes of Sartosa* Special Campaign Characters per game depending on the points size of your *Conquest of Lustria* campaign:

| Campaign Size | Special Campaign Characters |
|---|---|
| 1000 Points | **2** |
| 1500 Points | **3** |
| 2000+ Points | **4** |

**Special Campaign Rules**
Special Campaign Rules from *Pirate Princes of Sartosa* such as the Rooted, Stunned, and Resilience mechanics may only be cast by, on, and only affect Special Campaign Characters from *Pirate Princes of Sartosa*. Only Special Campaign Characters from *Pirate Princes of Sartosa* may have Stealth(x).

**Character Slot Items**
Character Slot Items obtained in *Pirate Princes of Sartosa* transfer well as starting items into your *Conquest of Lustria* campaign. Generally, these will not require any kind of change, however, it will be up to the campaign master to allow items that grant access to the special lores of magic presented in *Pirate Princes of Sartosa*.

**Magic Lores**
If your campaign master allows for *Pirate Princes of Sartosa* magic lores to be brought into *The Conquest of Lustria*, the spells which contain elements of special campaign rules specific to *Pirate Princes of Sartosa* (such as Rooted, Stunned, etc) only affect Special Campaign Characters from *Pirate Princes of Sartosa* and no other units.

If the campaign master does not allow for magic lores specific to *Pirate Princes of Sartosa*, or if a player wishes to do so for their respective Special Campaign Characters and Character Slot Items, these lores may be permanently substituted to the thematic equivalents below.

| Sartosa Lore | Rulebook Lore |
|---|---|
| Lore of the Southlands | Lore of Life |
| Lore of the Deeps | Lore of Death or Lore of Shadow |
| Lore of the Ages | Lore of Heavens or Lore of Light |

# Item Index

**Seal of Swift Command – Slot 1 or 2**
Ring. The bearer gains +1 Leadership and +1 Movement.

**Braid of Skilled Slaying – Slot 1 or 2**
Ring. The bearer gains +1 Weapon Skill and +1 Attack.

**Hoop of Marksman's Grit – Slot 1 or 2**
Ring. The bearer gains +1 Ballistic Skill and +1 Wound.

**Manacle of Titanic Endurance – Slot 1 or 2**
Ring. The bearer gains +1 Toughness and counts their armor save as being one point higher than normal.

**Link of Brutal Vigor – Slot 1 or 2**
Ring. The bearer gains +1 Strength and +1 Initiative.

**Moss-Encrusted Tome – Slot 2**
Requires a Wizard level. The bearer may select the Lore of the Southlands from the Pirate Princes of Sartosa campaign book. If the bearer is from the Forces of Destruction or Neutral Forces, the casting cost of each spell is increased by 1.

**Cat Burglar's Footpads – Slot 1**
The wearer gains the Stealth(8) special campaign rule and +1 Movement. Cat Burglar's Footpads may not be equipped by Wizards.

**Enchiridion of the Eons – Slot 2**
Requires a Wizard level. The bearer may select the Lore of the Ages from the Pirate Princes of Sartosa campaign book.

**Eye of the Fates - Slot 1**
Arcane Item. The bearer gains the Loremaster special rule and a 4+ Ward save.

**Grimoire of Darkest Depths – Slot 2**
Requires a Wizard level and the Loremaster special rule. The bearer may select the Lore of the Deeps from the Pirate Princes of Sartosa campaign book. If the bearer is from the Forces of Order, the casting cost of every spell is increased by 1.

**Zephyr, the Windbow – Slot 2**
Bow. 24" Range, Strength 3, Quick To Fire
Once per battle, the bearer may exchange all other shooting to fire a single magical arrow that splits into 3D6 magical Strength 3 arrows. Roll to hit for each arrow.

**Cutlass of the Last True King - Slot 2**
Hand Weapon. Requires Pirate Prince. The bearer gains +1 Attack and +1 Leadership. As long as the Cutlass of the Last True King is equipped, if you do not have Pirate King status, you are eligible for the Pirate King rewards after each battle as if you did.

**Crewman's Cutlass - Slot 2**
Hand Weapon. The bearer gains +1 Attack.

**Corsair's Cuirass - Slot 1**
Heavy Armor. The wearer gains a 6+ Ward save.

**Brine Magi's Cape - Slot 1**
Requires a Wizard level. The wearer counts their armor save as being two points higher than normal and gets +1 to Dispelling.

**Brawler's Harness – Slot 1**
Light Armor. The wearer gains the Always Strikes First special rule.

**Berserker's Claws - Slot 2**
Paired Weapons. The bearer has Weapon Skill 10 and +2 Initiative.

**Trident of Manann – Slot 2**
Halberd. During the shooting phase, if the bearer is not engaged in close combat, they may make a shooting attack with the following profile:

10" Range, Strength 3, Multiple Wounds (D3).

**Hauberk of Bone – Slot 1**
Light Armor. The wearer gains Magic Resistance(2) and enemies suffer a -1 To Hit penalty when attempting to strike the wearer in close combat.

**Charm of the Drowned King - Slot 1**
Talisman. Whenever an enemy model successfully wounds the wearer, it immediately suffers a Strength 3 hit. At the end of your Magic phase, if the wearer is missing a wound, roll a D6. On a 5+, the wearer regains a lost wound.

**Titan's Chain and Anchor - Slot 2**
Great Weapon. The bearer gains +1 Toughness. During the shooting phase, if not engaged in close combat, the bearer may make the following shooting attack;

8" Range, Strength 3. If this attack hits a single enemy model on foot, you may move the model D6 inches in the direction of the bearer. If this places the models in base contact, the bearer of the Titan's Chain and Anchor is considered to have charged the target.

**Jose - Slot 1 or 2**
Once per battle, the bearer may reroll a failed Armor save, Ward save, characteristic test, or result on the miscast table.

**Crown of the High Seas - Slot 1**
Magic Armor. Requires Pirate Prince. The wearer counts their armor save as being one point higher than normal and their Inspiring Presence special rule is extended to 14".

**Harlock's Boots - Slot 1**
Requires Pirate Prince or First Mate. The wearer and all friendly lone characters on foot within 14" of the wearer gain +1 Movement.

**Deadeye's Armguards - Slot 1**
The wearer gains +1 Ballistic Skill and a 5+ Ward save against all ranged attacks.

**Rod of Transcendence - Slot 2**
Arcane Item. The bearer generates one spell more than his Wizard level when generating spells and always knows his lore's signature spell.

**The Scaleblade – Slot 2**
Great Weapon. At the beginning of each round of close combat, enemy models in base contact with the bearer must pass a Toughness test or suffer a wound with no saves of any kind allowed. For each wound dealt this way, the bearer instantly recovers one missing wound.

**Claymore of Rampant Typhus - Slot 2**
Great Weapon. At the beginning of each of your turns, select between Weapon Skill, Strength, Initiative, or Leadership. All models in base contact with the bearer are at -1 to that characteristic during your turn.

**Heart of the Heavens - Slot 1**
Talisman. Requires a Wizard level. The bearer gains +1 Toughness and +1 to casting.

**Pirate Lord's Regalia - Slot 1**
Magic Armor. Requires Pirate Prince. Grants a 2+ Armor save and a 5+ Ward save. Neither may be improved.

# Crew Sheet

Player: _____ Crew: _____ GP:

Campaign Items: Relics:

Marks of Piracy:

Ship Location:

Jolly Roger: Yes / No

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Quests and Progress:

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

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## Characters

**Pirate Prince (Army General):**

M WS BS S T W I A Ld

Name: _____

**Hero / Lord**

**Character Slot Items**

Slot 1: _____

Slot 2: _____

Special Rules:

**Model:**

M WS BS S T W I A Ld

Name: _____

**Hero / Lord**

**Character Slot Items**

Slot 1: _____

Slot 2: _____

Special Rules:

# CHARACTERS, CONT.

**Model:**
M WS BS S T W I A Ld

Name: _____

**Hero / Lord**

**Character Slot Items**

Slot 1: _____

Slot 2: _____

**Special Rules:**

**Model:**
M WS BS S T W I A Ld

Name: _____

**Hero / Lord**

**Character Slot Items**

Slot 1: _____

Slot 2: _____

**Special Rules:**

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**Model:**
M WS BS S T W I A Ld

Name: _____

**Hero / Lord**

**Character Slot Items**

Slot 1: _____

Slot 2: _____

**Special Rules:**

**Model:**
M WS BS S T W I A Ld

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**Hero / Lord**

**Character Slot Items**

Slot 1: _____

Slot 2: _____

**Special Rules:**

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**Model:**
M WS BS S T W I A Ld

Name: _____

**Hero / Lord**

**Character Slot Items**

Slot 1: _____

Slot 2: _____

**Special Rules:**

**Model:**
M WS BS S T W I A Ld

Name: _____

**Hero / Lord**

**Character Slot Items**

Slot 1: _____

Slot 2: _____

**Special Rules:**

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