

# The Pirate Army

Pirates are some of the most dangerous criminals in the world, attacking poorly defended merchant ships and ports that are easy prey. They almost never take prisoners, forcing anyone foolish enough to surrender to jump off a wooden plank into the sea, with no land in sight for miles. The pirates themselves actually enjoy this sort of bizarre entertainment.

A pirate's most important weapon is the fear he inspires; some people throw down their weapons and surrender as soon as the jolly roger, the pirate's flag is spotted.

Pirates are generally dishonest people without a shred of decency or loyalty in them. As such, only the most strong willed individuals can achieve the rank of pirate captain, and even fewer go on to command entire fleets. Pirates only work for a captain as long as he can provide them with loot and plunder, often marooning him at some forgotten island when he fails to meet their expectations.

Pirates can be found all over the world; where there's ports and sea trade, there will be piracy. Pirates are most common off the shore of Araby and in Lustria, where there is little fear of the law and valuable exotic goods to be had.

**Sailors:** Sailors are the most numerous of pirates; they are the men that man the ships and perform numerous tasks. They specialize in man to man fights, often fighting dirty and using tricks to confuse stronger opponents.

**Powder monkeys:** These are the most unfortunate, underpaid and dissatisfied pirates aboard the ship. Their job is to handle the dangerous blackpowder, and usually meet their maker simply because they weren't careful enough in their job. On land they carry handguns with them, but even with these less dangerous weapons they consider making a run for it and starting a new life somewhere else.

**Buccaneers:** Buccaneers are also part of the crew, but they are specialized in fighting in settlements. This gives them an edge over other pirates, who are used to fighting sea battles or boarding actions. Buccaneers carry cutlasses into battle, as well as a rope and hook.

**Strikers:** When there is no fighting to be done, strikers are the hunters of the ship. They hunt both land animals and sea animals. It is they who supply the crew with food on long sea voyages, and it is they who capture and train the sea serpents and giant turtles. Strikers are armed with bows.

**Cabin boys:** Young and inexperienced in the ways of piracy, cabin boys are the captain's personal servants. They serve his meals, clean his chambers, and perform all kinds of chores for him. The captain usually recognizes a potential in these boys, who are eager to do their captain's bidding.

**Cannon:** The ship's cannons are brought ashore, blasting down fortifications and monsters too big for the pirates themselves. They are manned by several powder monkeys, who are supervised by the strict and cruel gunners.

**Plunderers:** Plunderers are more experienced pirates who are proficient in simultaneously using pistols and cutlass. Bringing a ridiculous number of pistols to battle, plunderers use their cutlasses to distract their opponents, then finish them off with a quick shot from a pistol.

**Sea serpent:** The mighty and wild sea serpents are captured and trained by strikers, who then lead them into battle alongside the pirate ships. On land, sea serpents slither to their enemies, attacking some of the most powerful monsters their opponent brings to the field.

**Giant sea turtle:** These gigantic turtles, easily the size of a small ship, serve as mounts for the pirate leaders. Though slow, they are incredibly tough and strong, and fearsome to behold.

**Characters:** Pirate armies are usually led by a captain or quartermaster, the most successful and toughest pirates in the fleet. Sometimes a captain will acquire a large fleet, naming himself commodore or even admiral. They often delegate command of some units to their first mate or boatswains. The wizards of a pirate fleet can be shamans who know dark rituals, or fugitive wizards from the more civilized parts of the world.

## Pirates Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit Size	Points	Min/Max	Special
Sailors	Infantry	3	3	6+	-	3	45	2/-	-
Powder Monkeys	Infantry	3/1	3	0	-	3	30	2/-	1
Buccaneers	Infantry	4	3	0	-	3	50	-/2	2
Strikers	Infantry	3/2	3	0	-	3	65	-/-	3
Cabin boys	Infantry	4	2	0	-	3	40	-/1	4
Cannon	Artillery	½ + bounce	2	0	-	2	85	-/1	-
Plunderers	Infantry	3/1	3	6+	-	3	55	-/2	5
Sea Serpent	Monster	4	6	5+	-	2	150	-/1	-
General	General	+3	-	-	10	-	150	1	6
Hero	Hero	+1	-	-	9	-	100	-/2	6
Wizard	Wizard	+0	-	-	7	-	45	-/1	6
Giant sea turtle	Monstrous mount	3	-	-	-	1	100	-/1	7

1: Powder Monkeys are armed with handguns. Count enemy Armour values as one worse than normal when shot by a handgun. So an armour value of 3+ counts as 4+, 4+ as 5+, and 5+ as 6+, whilst an Armour value of 6+ can't save against a handgun. In addition, powder monkeys are the least motivated troops under the Jolly Roger. All commands given to powder monkeys suffer a -1 penalty.

2: Buccaneers are experts at fighting in cities. When charging, their opponents always count as being in the open.

3: Strikers are expert hunters and receive no penalties for moving through difficult terrain. Very difficult terrain counts as difficult terrain for them.

4: Cabin boys always aim to please their captain. When the general himself issues an order, ignore command penalties for casualties suffered by that unit and the number of orders that have been given to that unit earlier in the same turn. In addition, whenever cabin boys are driven back by shooting, roll one d6 less than you normally would.

5: Plunderers fight with a cutlass and countless pistols. Pistols have a range of only 10cm, but they can be used in close combat. Each stand gains +1 attack in each close combat turn, except on the turn they are charged and opted to stand and shoot.

6: Unless a character is mounted on a giant sea turtle, characters move only 20cm.

7: Giant sea turtles are monstrous mounts that can be ridden by the general, heroes and wizards. They are slow moving creatures with a movement of 30cm. A unit that includes a giant sea turtle rider causes terror in its enemies.

## Pirate Spells

### **SIREN SONG**

*4+ to cast*

*Range 60 cm*

The wizard calls upon the powers of the sea, luring an enemy unit to their doom.

Select one enemy unit within 60 cm and make a command roll. If you roll under or equal to the wizard's command value, then the enemy unit immediately moves its full movement value forward, without making any turns.

### **LIGHTNING BOLT**

*4+ to cast*

*Range 60 cm*

The wizard looks at the sky, and summons a mighty storm to strike his enemies with lightning.

Select one enemy unit within 60 cm. The unit suffers 1d6 shooting hits.

### **FETCHED FROM THE LOCKER**

*4+ to cast*

*Range 30 cm*

The wizard lets his mind delve deep into Davey Jones' locker, and gathers some of the souls there to return to live once more.

Select one friendly unit within 30 cm which has lost at least one stand) It immediately regains one stand.