

WARMASTER

& 10mm FIGURES DIGEST



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Have fun!



Editorial

In recent years there has been a rise of 10mm figures popularity, as new manufacturers as Timecast, TB-Line, Abomination, Steve Barber, Obelisk or Eureka hit the market, and old consolidated ones, as Pendraken, Old glory or Magister Militum wide their ranges. Meanwhile Games Workshop, the company that created the ruleset of Warmaster and produced many ranges of figures of this scale from 2000 to 2004, remains sleep. But this does not mean that Warmaster has to do the same!

There are players out there, maybe not as much to find regular opponentseasily, who still play and bet on this system. This fact is notorious in this new golden age of wargame rulesets that are we living nowadays. Some of these players are active through the net in forums, mailing lists, groups or blogs, sharing their hobby, painting and game experience. This amateur e-zine is born from this attitude and for the same purpose: having fun sharing this hobby but in other format. It is not intended to modify the Warmaster ruleset, as we feel the game is enough solid and resilient to survive more years as it is without losing its fresh and simplicity which makes it genuine.

The main goal is to inspire the readers to use 10mm figures to have fun in his painting and gaming evenings for games based in Warmaster system or even other rulesets. A lot of the material included in these pages is not completely new, as it can be found in forums or blogs in the net. We are trying to approach the original authors to be themselves the ones who write the related article in these pages.

We hope the following pages will please you, as much as we enjoy reading several blogs and forums (Specialist Arms or Pendraken forums among others) or even real consolidated magazines as Warmaster Magazine or Warmuster.

We would like to thank Rick Priestley for countless hours of fun, Lex Van Rooy for supporting Warmaster through the years and sculptors of all manufacturers who model 10mm figures.

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INDEX



News & Events.....	5
Article: Generals by Jchaos.....	6
Scenario: Battle of Kadesh by Edmund.....	11
Conversion: Green knight by Hetairoi.....	15
Army: Orcs and Goblins by Blacksmith.....	18
Fan Army: Sartosa Pirates by Namarie.....	22

NEWS & EVENTS

New releases:

Magister Militum expands his Fantasy range. They had added three new ranges, dwarves, undead and cave-men. They have also expand their elves and orc range with cavalries.

FDW001- Dwarves with hand weapons.

FSK001- Skeleton with hand weapons.

FSK002- Skeleton with spears

CMN001- Cavemen

FOG005- Giant wolves

FOG006- Orcs with bows raiding giant wolves

FOG007- Orcs with hand weapon raiding giant wolves

FEF005- Elven lancers

FEF006- Elven horse archers

Site http://www.magistermilitum.com/prodtype.asp?PT_ID=1206&strPageHistory=cat

New releases:

Abomination has released his first entry from the fantasy ogres range. If the sales are favorable the range will increase.

More info in <http://www.forum.specialist-arms.com/index.php?topic=4983.0>

Ogre cannoneers

Site <http://www.freewebstore.org/Abomination>

Contest:

Pendraken finished his traditional 10mm painting contest. This year they had great number of participants and the rewards included pendraken miniatures and wargame rulesets. We are looking forward to see if they will organize the sculpting contest this 2013.

Site <http://www.pendrakenforum.co.uk/index.php/board,73.0.html>

Tournament:

ICEMASTER 2013. The 5th tournament will be held 28-29 September in Syberia, Novosibirsk and organized by Bel. It includes 5 games of 2000 points army.

Site <http://www.forum.specialist-arms.com/index.php?topic=5214.0>

Event:

WARMASTER INTERNATIONAL PLAYTESTWEEKEND. Event of games and palytest of rules organized by Lex in Bergen op Zoom, Netherlands. Not final date to the event but maybe late half October

Site <http://www.forum.specialist-arms.com/index.php?topic=5214.0>

Rules variants:

THIS ACCURSED CIVIL WAR is a new variant of warmaster rulesets to play in english civil war made by David Black.

Site: http://www.ricks-warmaster.com/ricks_updates-variants.htm

Specialist games ending?

It seems that Games Workshop is putting out of production same references of warmaster. Is it the beginning of the Dark Ages...?

GENERALS IN WARMASTER

by JChaos

Jchaos is an enthusiastic of little scale figures and a satisfied user of warmaster system in its fantasy and ancient variants.

Warmaster is a game focused in the movement and strategic combat of big armies. Generals are the stars of the game, but not for their game-stats, but for their role as commanders of the armies. Painting and modeling the character is a fun part of the hobby when creating a thematic army. When facing the creation of a specific army with a renowned character as general or hero, the easiest way is just to collect the figures casted for this purpose. Games workshop (GW) has released some of them in character packs but also released a discontinued reference called “Storm of Chaos” providing personalities for a range of armies. Table I show the renowned characters I have spotted in GW references. That does not mean that I miss someone!

ARMY	CHARACTER	BLISTER	BRIEF DESCRIPTION
Empire	Karl Franz	SoC	A pious and brave ruler
	Valten	SoC	Chosen of Sigmar
	Felix Jaeger	U	A poet fighter
	Gortex Gurnisson	U	(In) famous hero
	Volkmar the Grim	EWA	The Grand Theogonist
High elf	Teclis	SoC	High loremaster of the tower of Hoeth
Dwarf	Josef Bugman	ChP	Most famous master brewer ever
	Thorgrim Grudgebearer	KDP	High King of the Dwarfs
Bretonnian	Louen Leoncoeur	SoC	Question knight and finally a king
	Morgiana Le Fay	ChP	A Fay Enchantress
	Gilles le Breton	ChP	First king of Bretonnia
Kislev	Tzarina Katarin	ChP	The Ice Queen
Lizardmen	Lord Mazdamundi	SGS	Master of the gateways and old slann
Albion	Truthslayer	AP	Guardian of the Ogham
	Dark emissar	AP	A chaotic misguided truthslayer
Chaos	Archaon	SoC	The Everchosen warrior
Orc	Grom	ChP	More powerful goblin warboss ever
	Niblit	ChP	Grom personal assistant
	Azhag the slaughterer	HoW	A tactical orc warlord
Vampire counts	Vlad Von Carstein	SoC	Dark ruler of Sylvania
	Heinrich kemmler	ChP	The evil lichemaster

Table I. Renown generals. Soc = Storm of chaos; UF = Unreleased; EWA= Empire war altar; ChP=character pack; AP=Albion pack; HoW= Hero on wyrm; SG= Slann general on stegadon; DDP= King dwarf pack

A more difficult way of personalize an army is to seek for conversions of GW figures or other manufactures in order to customize your general or to approach its aspect to the featured character choosen to command your army. There are three ways of doing this. Conversion painting, just take a figure that fit with your character idea and paint it following a known scheme, maybe hiding or enhancing, with the paint, some distinctive traits. The second way is “cannibalize” a figure making slight or major conversion using green stuff. The last way is to model with green stuff a whole figure of your favorite character, maybe the harder option but the more self awarded once it is finished.

In terms of rules, characters do not have specific seize of the bases, just need to nominate a point in the base and make all the measurement from this point. This is great because it gives total freedom to create a mini-dioram that fits with the mood of your army.

The following are some of my characters for warmaster:

Karl Franz, The Emperor



The size of the base and the character himself make it perfect for its use in big battles of 2500 or more points. I liked to represent the magnificent of the Empire, basing a champion of each main knightly orders behind the Emperor. From left to right: Kislev as allied, Blazing Sun, Reikland banner knight, Reikland, Panther and White Wolf order.

Near the Emperor, on foot, there is the chambelan with a halberdier, which role is transmitting the orders of the Emperor to the royal messengers. Close to the Emperor there are is a great champion of the White Wolf, who has made the oath of protect the life of Karl at all cost. A mounted imperial translator is also in the front. He is devoted to assist teh Emperor in every necessity not related with combat that would need. At last there is a Dwarf strategos loyal to the Empire.

Orb of Majesty works well to represent the great entourage and advisor crew of the Emperor.
+30 pts.

Archaon, The End Time Lord



This is my favorite general for a Chaos army. It is well painted and have a marvelous partial conversion in the marauder retainer next to Archaon. I bought this stand as it is seen and the converting and painting job is a great work of Kretus, so the merit is all for him.

Archaon is between a stand bearer, holding a black banner and a marauder warrior holding a fierce wolf. The attitude of Archaon with his horse on its back legs gives a very powerfull dynamic appearance to the stand.



The conversion is made with an orc of the character pack, and its face has been substituted somehow with a skull like helmet. It remembers me to the classic marauder range of citadel. Delicious!

Archaon have the six artifacts that allow him to be the Chosen One by Be`lakor, one of them is the Crown of Domination, so I think giving him the Helm of Dominion is a good way to represent his power. +50pts.

Grom, the Paunch



When I open the orcs and goblin character pack and realize that Grom was there, I wanted to do some wolf pulled chariot to represent it.

My first idea was using the chariot that the character pack provide, but I had one general with the same chariot in my army so I did not want to repeat model. I found suitable the Pendraken chariots of the orcs range because its width is than 20mm so it does not fit for regular units and makes a perfect big chariot for a command. The wolves that provide the actual range of Pendraken or Irregular does not have the aggressive attitude which I was looking for, so I take the old Pendraken range wolves. They are quite bulky, and seems like sticked to the ground, so two of them does not give a good look, but putting together six of them gives the look of a pack of monster creatures.

At last I choose one GW figure of goblin raider to make the spectator be able to compare the two types of wolves transmitting the idea of the monster nature of the Grom's wolves.

In terms of play I use a chariot mount and a sword of fate (as the axe *Elfbitter*) to represent the upgrade of Grom. +15.



Volkmar, the Great Theogonist



That was pretty easy, just open the blister and ensamble the figure. Well I lost one wheel strip, but Azrael generously provided me with a spare one (Many thanks pal). I use six foot guards and put them escorting the wagon instead escorting the horses. In the front a mage from the collage and an officer open the committee.

To get a solid base I use 6 mdf Pendraken bases glued with cyanocrilate side by side. When the figure is glued on the top they became rigid enough to get a great base. I used the same technique to make Grom's base.

To represent Volkar and the war altar just take the upgrade of the list. +10.

Bibliography & Web information recommended
<http://www.forum.specialist-arms.com/index.php>
<http://warmaster-acolytes.mforos.com/>
<http://www.pendrakenforum.co.uk/>
<http://www.ricks-warmaster.com/>

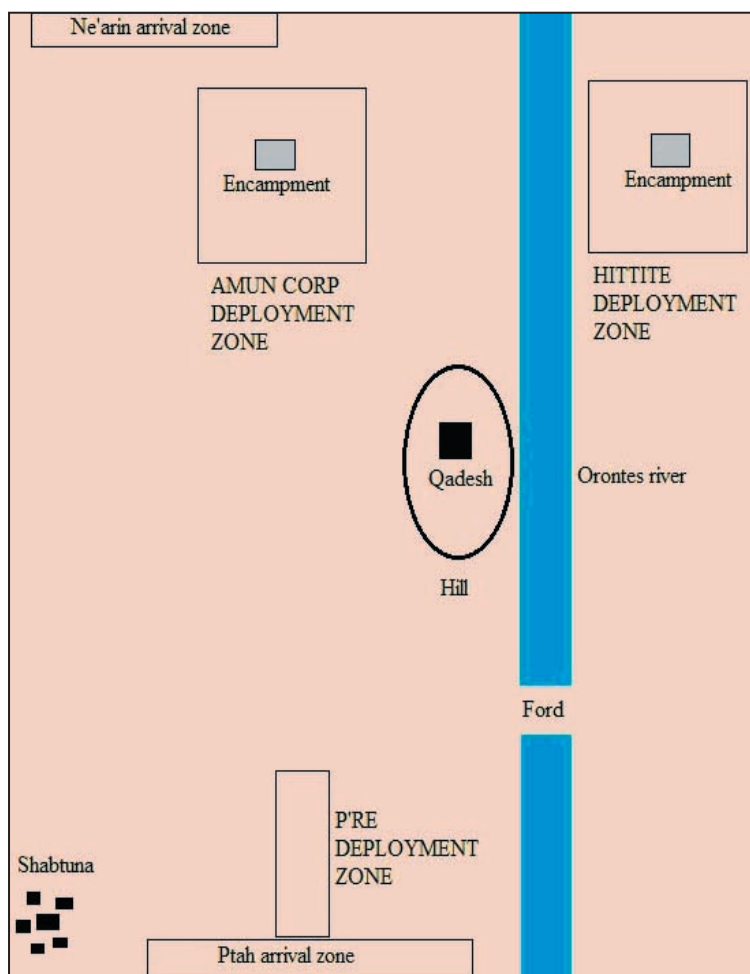
THE BATTLE OF QADESH c. 1300bc

By Edmund

In the first years of his reign, Pharaoh Rameses II fought against the powerful Hittite Empire, and faced them in the battle of Qadesh, the greatest battle of chariots in History and the first battle we know whose events were described in detail in a contemporary written text.

The Egyptian army was organized in four corps named after the four Main Gods (Amun, P'Re, Sutekh, Ptah). In this battle Amun corp arrived first to Qadesh plain and settled a camp. They ignored that the full Hittite army was encamped very near, behind the Orontes river. The second corp, P'Re advanced in column through the plain, and was ambushed during their march by Hittite chariots that fastly crossed the Orontes by surprise. P'Re column was destroyed and the Hittite chariots attacked then Amun division in the Egyptian camp, but the arrival on time of Egyptian chariot reinforcements (Ne'arin) defeated the Hittites.

Ptah corp arrived in the last phases of the battle, and Sutekh corp did not even participate.



BATTLEFIELD

- **Qadesh plain**
- **Orontes river** (can only be crossed by infantry with orders. It blocks LOS, and therefore also shooting, due vegetation in its banks)
- The **ford** is considered open terrain.
- **Egyptian camp and Hittite camp** (standard encampment rules, p.89 WMAA)
- **Qadesh fortress** over a hill. (Impassable terrain. It had no effect in the battle)
- **Shabtuna village**. (urban area, -1 command, defended)

SPECIAL RULES

- Hittite player has the **initiative**.
- P'Re corp must deploy in column touching their table edge. It can only advance straight towards their camp in column formation, with orders. **It is the only action/order the Egyptian player can do.** Amun corp deploys in the camp and can not move. These conditions apply until an Hittite unit crosses the Orontes river or until P'Re corp reaches the camp. From that moment the Egyptian turn is normal (and can move all his units, shoot, etc).
- **Reinforcements:** Once an Hittite unit has crossed the Orontes, from the following game turn throw 1D6 for each corp to see if Ne'arin or Ptah corps arrive to the battle. The number in the table is the result needed to arrive.

Turns after the hittites crosses the Orontes.	Ne'arin	Ptha
1	6	NA
2	5+	6
3	4+	5+
4	3+	4+
5	2+	3+
6	1+	2+



SUGGESTED FORCES FOR 1000 pts GAME

EGYPTIANS	Type	Number	points	Total
Infantry	Inf	3	35	105
Archers	Inf	5	40	200
Mercenaries	Inf	3	25	75
Skirmishers	Inf	1	20	20
Chariot runners	Inf	2	40	80
Chariots	Ch	3	80	240
General *	Ld	1	145	145
Leader	Ld	1	80	80
Encampent	-	1	50	50

Total points 995 ; 17 units; BP 8

* Ramses in chariot

HITTITES	Type	Number	points	Total
Infantry	Inf	5	35	175
Archers	Inf	2	40	80
Guard	Inf	1	45	45
Asiatics	Inf	3	35	105
Skirmishers	Inf	2	20	40
Chariot runners	Inf	1	40	40
Chariots	Ch	3	80	240
General *	Ld	1	145	145
Leader	Ld	1	80	80
Encampent	-	1	50	50

Total points 1000 ; 17 units; BP 8

* Muwatali in chariot

Egyptian order of battle:

Amun: 1xRameses, 1xInfantry, 2xArchers, 3xMercs, 1xSkirmish, 1xChariots

P'Re: 1xLeader, 1xInfantry, 2xArchers, 1xChariots

Ne'arin: 1xChariots, 2x Chariot runners

Ptah: 1xInfantry, 1xArchers



NOTES

This scenario is quite interesting because it starts with the Egyptian army not even arrived to the battlefield, and gives a good chance to the Hittite player to set an ambush flank attack. Egyptian player will find his forces scattered and vulnerable, while the Hittite starts with all his units together and deployed.

Hittite chariots should move fast if they want to reach P'Recorp on time. The special rule that forces Egyptian player to move P'Re forward until enemy presence is revealed is simple to play and simulates well the marching unaware of the nearby Hittites. Remember that the river blocks LOS and shooting, but ford does not.

Other very important thing in the scenario is the low number of characters in the army lists. This is done for two things:

- In the historical scenario there was much more infantry than chariots, and apparently they did not participate as much as the chariots.
- Having few characters you have to really focus on which brigades move, and prevents the Hittite to move fast the chariots through the ford and at the same time just advance with all the big numbers of infantry over the Egyptian camp and overrun it easily (thing that did not happened in the battle). Egyptian player's problems are different: his reinforcements arrive in different parts of the table, and needs the characters near to move them!

This scenario (or variant) can be played easily with Warmaster Fantasy rules and figures, with Tomb Kings playing the role of Egyptians and Chaos as Hittites. A river of blood and a Chaos fortress will do the terrain. Just field as many chariots as possible!!!



The Society of Ancients dedicated a battle day to Qadesh, including a Warmaster Ancients game:
<http://soawargamesteam.blogspot.com.es/2011/04/2nd-april-bletchley.html>

THE GREEN KNIGHT

by Helairoi

I got into the world of wargaming in the mid-nineties and soon discovered Warhammer (5th Edition), where my favorite army has always been Bretonnia. 10mm scale was a complete unknown for me until GW launched Warmaster and began publishing articles in White Dwarf. I enjoyed very much the models (especially the elves) and the after action reports published in the magazine but I only decided to bought several blisters when they released a new army: my beloved Bretonnia

The first unit I painted were a knights of the realm unit and I believe that, being the first time I painted something on this scale, I did it ok. I continued painting units until I raised a “small” army, but new projects appeared and Warmaster was temporarily forgotten.

However, recently I’ve regained enthusiasm for this game and for 10mm scale. Not only have I taken up the Bretonnian army, but I’ve started a new Vampire Counts army also for Warmaster, and a pair of Roman and Seleucid armies to represent the battle of Magnesia with Armati Taking advantage of this newfound enthusiasm, I decided to make an original conversion for my Bretonnian army. I had a couple of ideas, but the decision was clear: The Green Knight. In my opinion, one of the best, if not The best, Warhammer figures of all time.

Although I have some practice in conversions with putty, I have never dared to make a figure from scratch. So, as basis for the Green Knight I used one of Warmaster’s knights of the realm figures, cutting off knight’s head and lance arm.



I started with the horse. I made the bard adding thin layers of putty and molding it with a pin. The head took a little longer because, in addition to the armor, I had to create the flanges and the plumes. In order to give the plumes a little more resistance I drilled a small hole in horse's head and used a wire as a guide. After finishing the bard I noticed that the front legs were barely visible, so I decided to add one stretched leg, wich I got from another knight figure.

The shield was much more easy to do. With a thin layer of putty and giving a few touches with the cutter's blade, I managed to represent the characteristic shield design of the Green Knight.



I modeled the helmet of the Green Knight on a pinhead, so I can anchor it later. The banners of the back are also made with pins to which I added the banners with putty and tried (not very well...) to do a fleur de lys shape on top.

I left the most difficult part to the end: the sword.

To represent Green Knight's broadsword (the Sword of Pain) I used the sword and arm of a high elf hero, removing some "elf details" of it. It was the hardest part because I found it very difficult to stick to the body, because

the arm was so thin that I could not make a hole with the drill in order to anchor it later. Finally, combining putty and glue, I managed to stick the arm and finish it with a

I decided to paint it using few colors, just a couple of green tones, and I obviously did not risk trying to paint the filigrees on horse's bard and knight's tabard than we can see on the original Green Knight painted by Mike McVey.

Well, I hope you liked it. For now, I use it as a hero in my Bretonnian army but I would like to create some special rules for it, so I can use it at least in friendly games



ORCS AND GOBLINS

by Blacksmith



When Warmaster was released in 1.999 I did know nothing about the ruleset but I instantly fell in love with the miniatures and bought the army box of Orcs and started to paint them. I typically start to paint standard units or figures first, and let the most beautiful ones for the last; so I started painting two units of Goblins and two units of Orcs. Then I got tired of painting so many miniatures and stopped for some months.

Later I started again and painted Wolf riders and stopped again, and then more Goblins and some commanders to start playing (first games were at 750 points), and so on and so forth until 2013 where in a final effort I finished all my remaining units and completed my army. So here you have, an Orc army painted through the years and with a great difference in painting quality from those first Goblins to the last ones I painted. It has supposed a great effort and I would not do it again, but now I am satisfied with the result and still playing Warmaster!

Cheers,









Javier at war 2012



Javier at war 2012



Javier at war 2012



Javier at war 2012

PIRATES

By Namarie (Dani Miralles)

Namarie has been wargame player for more than two decades, and has thousands of miniatures in his collection (different scale, brands and worlds). He is the creator and coordinator of spanish wargame e-zine ¡Cargad! (Charge!). On 10mm scale, he usually plays Warmaster with three armies (Chaos, Empire and Dwarves), and/or with Battle of Five Armies.

Why a pirate army on Warmaster? It's pretty fun to see that pirates are the only "bad guys" (outta law) that get more fans, no matter when. They're always out of the "Order" pattern, always drunk and with nothing to loose. Maybe because being a pirate is the paradigm of an adventure life, with no home, going to exotic lands (like Caribbean). And always drinking rum. Oh, rum... Definitely, there's nothing better than being a pirate⁽¹⁾. And, no matter how old are you, there's a pirate to admire: Errol Flynn as Peter Blood, One-Eyed Willy from The Goonies, Guybrush Threepwood (and/or Le Chuck), Space Pirate Haddock, Jack Sparrow. You've probably heard one of those names, and probably you have smiled while reading it. Don't deny it, you were smiling.

So, in a fantastic world as The Old World, obviously there are pirates. Although there never has been a complete pirate army for Warhammer, you can still find pirate miniatures. Hell, there is even a pirates game⁽²⁾. Furthermore, on the Warhammer Dogs of War army book there is information about Sartosa, the pirate island.

A long, long time ago I made an experimental Sartosa pirates list for Warhammer (based on the Dogs Of War book). With a colleague, we decided to try if we could play with a pirates list on Warmaster, so we played twice with this list (a victory and a defeat). This list is full of Coolness⁽³⁾, and can be used to represent a Sartosa army or even an incursion from a ship⁽⁴⁾. There are some things that were on this prototype Warhammer list that I'd like to include (like trained monkeys or rum barrel) but I decided to KISS⁽⁵⁾ it and leave almost everything like existing units.

This fan-made list is only to people that like pirates. It's not a wining list (in fact I lost the first battle and won the second, so it's pretty balanced). There's nothing über good (no Chaos Knights). No cavalry⁽⁶⁾, and nothing that can pursue cavalry. And it's a predictable list, on the second game your pal will know what you're bringing. Just the same that happens with Bretonnia and Chaos, but without horses. The only advantage of playing this list is that you can Speak Like A Pirate⁽⁷⁾ and drink a glass of rum each Command Phase without having to ask permission to your opponent. Arr!

(1) Well, except Undead, Cowboys, Robots and Dinosaurs. But an undead cowboy pirate riding a robotic T-Rex was to weird. Even for Warhammer universe.

(2) Dreadfleet. Curious game, but with a lot of things to fix. We'll discuss about this game on a future issue... maybe.

(3) There are pirates. Of course it's a cool list.

(4) Fl

prise! we're here". But hey, Dark Elves can land a bolt thrower and they don't have pirate ogres. So why not.

(5) Keep It Simple, Stupid.

(6) Yes. I know there are sea horses, but I can't imagine "walking sea-horses".

(7) Even if you're not on September 19th, the Official Talk Like A Pirate Day. No, I'm not joking. Google it if you don't trust me.

Troop	Type	Attack	Hits	Save	Commd	Size	Min/Max	Points
Scum	Inf	2	3	0	-	3	2/-	30
Crossbowmen	Inf	3/1	3	0	-	3	2/-	55
Corsairs	Inf	4	3	5+	-	3	-/-	75
Dwarves	Inf	3	4	4+	-	3	-/3	110
Mercenary Ogres	Inf	4	4	5+	-	3	-/1	105
Pirate Zombies	Inf	2	4	0	-	3	-/2	35
Cannon	Art	1 / 2	2	0	-	2	-/2	85
Big Bertha	Art	1 / 3	3	0	-	1	-/1	75
Lobstrosity	Mon	6	4	5+	-	1	1/-	125
Capitan	Gen	+2	-	-	9	1	1	125
Boatswain	Hero	+1	-	-	8-	1	-/2	80
Voodoo Priest	Mage	+0	-	-	7	1	-/1	45

Scum. You know, cabin boys, port slag, dishonoured nobles, drunked guys, young pickpockets... this kind of scum you can find on any port. A lot of young people see themselves on the bottom of the society, so it's easy to go up. Those who want adventures and have a good stomach, are welcome on a ship. They're not great fighters, but it's easy to have them. If they die, it's one people less to take part of the booty. If they live, they can be Corsairs.

Crossbowmen. Yep, they're pirates, but they're also Tilean. Pikes are not a good idea in a boat (although the bigger ships have a couple of pikemen regiments, just to fight on land). But crossbow are cheap, they work well even wet (something usual on a ship) and it's easy to hire Northern Tilean crossbowmen.

Corsairs. It's easy to be scum. But you need a lot of hours on sea to gain equilibrium and ability fighting on a hard environment. It's fighting against other ships and against sirens what makes you stronger. Corsairs are the most feared and experts of all pirate warriors.

Dwarves. It's not rare the sight of dwarven pirates. Maybe because of Long Drong story (the most famous Pirate Slayer), lots of short bearded younglings want to explore the world (and get gold, the second thing every dwarf loves after a Bugman). Longbeards see this as "young things".

Mercenary Ogres. Ogres are the mercenaries best valued for pirates. They're expensive, they eat a lot (and drink a lot), but they are the best at moving cannons, loading loot and boarding ships.

Cannon. All pirate ships have a lot of cannons. Some of them are mounted in a way that it's easy to unload them. And they are great in every battle.

Cannons use the same rules as Empire cannons.

Pirate Zombies. It's heard that some Voodoo Priests have ebony skulls on their cabin, and that thanks to those skulls they can call old pirates to fight alongside them.

Pirate zombies use the rules for undead.

Cannons. *Rules for the Empire cannon apply.*

Big Bertha. In every pirate ship there is a cannon on its bow, called Big Bertha. It seems to get this name from certain mademoiselle that offered her services on Sartosa, as big as pleasant, able to create "the greatest explosion" on every men.

Big Bertha uses the same rules as the rock lobber. There only can be a Big Bertha in an army, no matter how big the army will be.

Lobstrosity. Nobody knows how it began, but centuries ago the Voodoo Priests are able to call those monsters and bind them during the battle.

Lobstrosity causes terror. Must charge by initiative. Always have to pursuit the enemy. Cannot be brigaded, also can not be brigaded with other lobsterosity. Due to his lack of intelligent, second order and sucesives have a -1 to command.

Pirate Captain (General). Whether it's a ship captain or a fleet captain, a Pirate Captain is the one who all pirates must obey. For being a captain it's needed a firm hand to discipline the scum, and a resilient Grog-proof stomach to show who drinks most Grog.

Boatswain (Hero). Against what one could thing (and for skavens surprise), boatswains admire their Captain and always follow their orders, even if Cap is drunk (specially when he's drunk). The chain of command is respected by pirates, and it's always between the boatswains where a new captain is elected (when old cap is resting on the eternal sea).

Voodoo Priest (Wizard). Land wizards are useless on sea. However, in strange far lands there are priests that are able to summon awesome powers. They are the Voodoo Priests.

Voodoo priest uses the same magic as Empire wizard.

