

Pirate fleet [v1.3]

Fleet restriction - The greatest magic practitioners in the Old World tend to find positions of wealth or power, which ever side of the law they may be on. As such, the Pirates fleets of the Warhammer world tend to attract those magicians who are down on their luck or just not that successful.

Pirates therefore may only purchase a Wizard (50 points - one magic card/ one battle honour), a Wizard Champion (75 points - as normal) or a Master Wizard (150 points - as normal). No sea monsters may be summoned.

Men O' War 1+

0-1 The Black Pearl - Pirate Legendary Man O' War (300 points)

You may include the Black Pearl in fleets over 1500 points. If included this vessel always carries the admiral and fleet wizard

0+ Pirate Greatship - 150 points per ship

0+ Pirate Galleon - 150 points per ship

You may not have more Man O' War than squadrons of Ships of Line

Ships of the Line 1+

0+ Pirate Corsairs - 300 points per squadron

0+ Pirate Corvettes - 150 points per squadron

1+ Pirate Wargalleys - 150 points per squadron

You may not have more Corsair squadrons than the combined number of Corvette and Wargalley squadrons.

Flyers

0+ Pegasus riders - 75 points per squadron of 3

You may pick one squadron of Pegasus riders per every 3 squadrons of Ships of the Line.

Flying support is a relative rarity in Pirate fleets, given the difficulty in capturing and training such monstrous flying mounts. The Pegasus is perhaps the most common of such mounts available in the Warhammer World and as such makes up the majority of Pirate flyers.

Pirate archers - Although not as disciplined as the Longbow-men found in the Empire or Bretonnian army, Pirate archers make up a last ditch defence against enemy flyers.

Pirate archers -

Cost 25 points (Man O' War only)

Range 3"

Dice 3

New Ships

Built for speed and wielding considerable firepower from their single deck of cannon, Corvettes form the mainstay of the Pirate fleets along with the durable Wargalley. While the wargalley is ideally suited for the calmer seas to the south of the Old World, coastal areas and even rivers, the Corvette gives the pirate fleet a capable high seas going escort vessel capable of accompanying their larger ships far beyond their base of operations. The last thing many a merchant convey has seen is its escort being sunk by a devastating round of broadsides before themselves being boarded by a Corvette intent on capturing a lucrative prize.

Corvettes (Ship of the Line) - 150 points for a squadron of three

Crew: 2

Move: 9" (sailing ship)

Weapons: 2 Cannon broadsides. May repel boarders

Battle Honours: 2

Location 3: Foremast/Save 5+/Single damage location/First hit reduces movement by 3"/No criticals

Location 4: Bows/Save 5+/Single damage location/Single broadside cannon battery lost

Location 5: Midships/Save 4+/Single damage location/Single broadside cannon battery lost

Location 6: Mainsail/Save 5+|Double damage location/Each hit reduces movement by 3"/No criticals

The damage template is split into two levels. Level 1 (top level) contains the foremast and Mainsail. Level 2 (bottom level) contains the bows and midships. This vessel does not have high/low locations.

Below the waterline: 5+ save/two damage capacity

The Black Pearl (Man O' War) - 300 points for a single ship

Dark legend surrounds the deeds of this ship, but nevertheless it is a real threat to the northern coast of the Empire and beyond. Lead by the infamous Cap'n Sparrow, the ship has appeared time after time with to wreak havoc on an isolated port or convey, filling its hold with plunder before disappearing once more as if by magic. Bigger than even the largest of the Man O' War fielded by the Empire or Bretonnia, it dwarfs even the swarm of other pirate vessels that inevitable seem to flock to its call. Some speculate it crew are cursed, others that they are Chaos tainted or even that they are the living dead themselves. What is for certain is that the infamous ship and its attendant fleet of reavers will continue enhancing its dark reputation unless some brave Captain can bring her to battle and rid the world of this evil. If this unlikely event comes to pass, then it is certain that the vanquishers will win renown beyond compare. This will be no easy task, for in the past mighty Man O' War have managed to close with the ship and expose her to what they thought were crippling broadsides, only to see her sail away with only the lightest of damage.

Crew: 6

Movement: 6" normally, 9" with the wind behind (sailing ship)

Weapons: 2 cannon firing ahead/ 5 cannon broadsides/1 cannon firing rearward. Cannon may repel boarders.

Battle Honours: 20 (the increased battle honours represent the awe and dread this particular ship inspires in all who face it)

Special rules -

King of the Pirates - This ship is the most renowned pirate to ever sail the seas. As such it can attract magic users who would usually sneer at being at the back and call of a mere pirate. This ship always contains the admiral (Cap'n Sparrow) and may buy a wizard at the usual costs (including wizards from the WD expansion article). Sea monster also become available.

Beloved of the Dark Gods - This ship has a 3+ save against any magic cast specifically at it. If this save fails, you may attempt to dispel it as normal. You may re-roll any roll on the fire table. Second result is final.

Dread Pirates - The pirates are veterans of countless fights and boarding actions. The get +2 to any dice rolls if attacking, +1 in defence.

Cap'n Sparrow - Perhaps the most feared pirate on the six seas, Cap'n Sparrow has left devastation behind him wherever he sails. Once per turn the ship may move an additional 3" (e.g. 9" or 12") or force a re-roll of any results that occur on the critical hits table that the ship causes with its cannon that turn or gain an additional +1 in a boarding action. Declare which action you're going to take at start of the Black Pearl's movement phase.

High Locations -

Location 6: Foremast/Save 5+//Double damage location/Each hit reduces movement by 2"(3")/No criticals

Location 5: Main Mast/Save 4+//Double damage location/Each hit reduces movement by 2"(3")/No criticals

Location 4: Aft Mast/Save 5+//Double damage location/Each hit reduces movement by 2"(3")/No criticals

Location 3: Forecastle/Single damage location/Save 4+//Fore cannon battery reduced by 1

Location 2: Quarter Deck/Single damage location/Save 4+//Broadside cannon battery reduced by 1

Low Locations:

Location 6: Lower Gun deck/Save 3+//Single damage location/hit reduces broadside cannon battery by 1

Location 5: Stern/Save 3+//Single damage location/hit reduces broadside cannon battery by 1

Location 4: Bows/Save 3+//Single damage location/hit reduces fore cannon battery by 1

Location 3: Main Gun Deck//Double damage location/Save 3+/each hit reduces broadside cannon battery by 1/

Location 2: Captain's Cabin/Single damage location/Save 3+/hit destroys aft cannon battery

The damage template is split into four levels. Level 1 (top level) contains all the mast locations. Level 2 contains the forecastle and quarter deck. Level 3 contains bows, main gun deck and captain's cabin. Level 4 (bottom level) contains the lower gun deck and stern.

Below the waterline: 3+ save/six damage capacity

Additional fleet restriction

Old Sea Dog - To command the loyalty of a pirate raiding fleet of any appreciable size is a hard task, pirates being notoriously hard to govern. To have achieved such a status, a leader must have a sheer force of personality, skill and renown that far surpasses what you would expect to find in a standard navy. To reflect this the fleet's flagship must take a minimum of two Man O' War cards. If taken, the Black Pearl may take Man O' War cards, but this is not a requirement.

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All feedback and comments welcome (even constructive criticism). I'm going to get some historical stuff for the new ships. Maybe a Royal Galleon (Valiant Enterprise) and some Langton vessels for the Corvettes? And yes, the blatant Pirates of the Caribbean rip-off is intentional!

> A desent Pirate fleet is something Man o' War severely lacks! Galleons and corvettes?

> Fantastic! Need the tiny week, but oh-so-quick and agile sloop, though!

How about this?

0+ Pirate Raiders (Ships of the Line) - 75 points per squadron of three [version A]

Pirate fleets often contain a swarm of unrated ships, each carrying a broadside of less than twenty guns. Although individually relatively insignificant, en masse they can form a dangerous part of any raiding fleet or to an unwary lone merchant vessel.

Crew: 1
Move: 9" (sailing ship)
Weapons: 1 Cannon broadsides. May repel boarders
Battle Honours: 1

Location 5: Hull/Save 5+/- Single damage location/Broadside cannon battery lost

Location 6: Mast/Save 6+/-Single damage location/First hit stops all movement/No criticals

Below the waterline: 6+ save/one damage capacity

0+ Pirate Raiders (Ships of the Line) - 75 points per squadron of three [version B]

Pirate fleets often contain a swarm of unrated ships, each ship filled to the brink with pirates eager to board larger prey in search of glory and riches.

Crew: 2
Move: 6" normally, 9" with the wind behind (sailing ship)
Weapons: 1 Light Cannon battery*
Battle Honours: 1

Location 5: Hull/Save 5+/- Single damage location/Crew reduced by one

Location 6: Mast/Save 6+/-Single damage location/First hit stops all movement/No criticals

Below the waterline: 6+ save/one damage capacity

* Such ships do not carry conventional broadsides. Instead they often have swivel guns, light cannon or carronades mounted on their bows. In game terms these have a range of 3", no saving throw modifier and may fire grapeshot as normal to repel boarders. They have a fire arc of left, right and forward, although obvious they can only fire in one direction per turn.

Quite frankly, I like both versions!

The first is good because you could have many of them really cramping the enemies style... But then the second has more of a 'pirate' feel to it with its emphasis on getting up close enough to board. I think perhaps go with the second, leaving the real cannon fire for larger ships.