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Zombie Pirates FAQ - GW-Hivemind (Tim) hivemind@games-workshop.com
Replies [0]. This Reply Posted [6/16/2005 9:55].
From Matthew Ward:
>> Q. It appears to be impossible for a Zombie Pirate army to raise models from
the dead. Is this correct ?
>> A.
Yup.
>> Q. The rules for Sloppy Cruickshanks Cutlass seem incomplete. Are the effects
of the cutlass correct and complete as
>> described ?
>> A.
>> Q. Do attacks from "Wharf Rats" count as magical attacks ?
Yup.
>> Q. If a character has "Wharf Rats", are they allowed to attack with the Wharf
Rats *and* use a brace of pistols or
>> additional hand weapon if so armed ?
>> A.
No.
>> Q. Because the "Hard Stuff" magic item modifies the Toughness of the bearer,
when the Toughness test is taken, is it taken
>> on the modified or unmodified Toughness value ?
>> A.
The modified - he isn't forced to test until he drinks, after all.
>> Q. If a character uses either the "Moonshine", "Hard Stuff" or "Firewater"
magic items and fails the subsequent Toughness
>>
>> test, do they still benefit from the effect of the item ?
>> A.
Yes - it does not say that they don't.
>> Q. If a character takes the "Slann Gold" item, can they also wear armour ?
>> A.
Yes.
>> Characters
>> -----
>> Q. Does a Brace of Pistols receive the "Killing Blow" special ability ? If
so, under what circumstances ?
>> (a) When used as a missile weapon ?
>> (b) When used in the first round of hand-to-hand combat ?
>> (c) When used in subsequent round of hand-to-hand combat ?
>> A.
Only attacks made with a hand weapon benefit from killing blow - not weapons
that count as hand weapons.
>> Q. The rules for the Syreens Ethereal ability seem incomplete. Are the
effects correct and complete as described ?
>> A.
Yun.
>> Q. Do the attacks of a Syreen count as magical attacks ?
>> A.
Nope.
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>> Q. The entry for the Battle Standard Bearer seems incomplete. Are the rules,
benefits and effects correct and complete as
>> described ?
>> A.
Yup.
>>
>> Units
>> ----
>> Q. Except via the Battle Standard Bearer, no unit can take a magic banner. Is
this correct ?
>> A.
>> Q. What size base should a "Bloated Corpse" model use ? What is it's Unit
Strength ?
>> A.
1: Single model on foot.
>> Q. Do Scurvy Dogs use the "Braindead" special rule ? Is the "I" value on
their profile correct ?
>> A.
All models are Braindead : )
>> Q. What size base does a Razortooth Rat unit use ?
40mm
>> Q. If a Razortooth Rat unit loses a round of combat, does it suffer
additional wounds in a similar way to other units ?
>> A.
Yes - they are Undead.
>> Q. Does a Carronade use the "Black Powder" rule ? If so, how ?
>> A.
No - they do not require a roll to hit.
>> Q. If within 12" of the General, can a Carronade benefit from a march move ?
If so, can it still fire ?
>> A.
It can march, but cannot fire.
>> Q. The Deck Gunners are shown with two models on a cavalry base but have only
have 1 wound on their profile. Is this
>>
>> correct ?
>> A.
>> Q. Do Deck Gunners guns benefit from the "Armour Piercing" special rule ?
>> A.
Yes, they're Hand Guns with different Strength and Range.
>> Q. Situation: A unit of Deck Gunners or a Gunnery Mob decide to shoot at an
enemy unit, only to find that the unit is out
>> of range. Do they still have to take the 'to hit' rolls, check for 1's and
take casualties as normal ?
Yup.
>> Q. Does Queen Bess use the "Black Powder" rule ? If so, how ?
>> A.
See Carronade.
As a broader point, this army is not a variant on the Vampire Counts list - it
is a list in its own right. You do not need a copy of Vampire Counts to use this
army list. Reading it as such would have resolved many of these questions : )
Mat
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>> >> Q. The rules for Sloppy Cruickshanks Cutlass seem incomplete. Are the
effects of the cutlass correct and complete as
>> >> >>
>> >> >>
>> >> A.
>> >> >>
>> >> Yup.
>> >> >>
>> meaning you pay x pts for an ability the guy already has ???
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Meaning we intend to do a lot more with the list in future and wanted to include a range of characterful Magic Items from the off. Future versions will likely include more characters, some of which can take the item.