



WARHAMMER CHRONICLES

This month's Warhammer Chronicles is a voyage into the murky waters off the Lustrian Vampire Coast. At the helm are Captains Hoare and Ward who, through many bold acts of piracy and bravado on the high seas, bring you priceless treasure in the form of a new variant for the Vampire Counts army list. Just don't ask 'em what happened to the crew.

THE ZOMBIE PIRATES OF THE VAMPIRE COAST

WHAT IS WARHAMMER CHRONICLES?

Warhammer Chronicles takes a look at the Warhammer Fantasy Battle game; introduces new scenarios, rules, and army list entries of all types, frequently stolen from Army books in progress here at the Studio; and provides occasional Question and Answer forums. Warhammer Chronicles also acts as a forum for dedicated players of Warhammer Fantasy Battle who have produced inspired, well thought out, and just plain brilliant additions to the game. If you've got something good for Warhammer Chronicles, then write to us at the address given here.

Please don't include rules queries with your letters, as the volume of mail we receive prohibits us from sending individual replies.

Warhammer Chronicles
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Andy: While writing *Warhammer Realms: Lustria*, I grew more and more fascinated by the few, brief mentions of Luthor Harkon and the Vampire Coast. These references appeared in the background as far back as the early 90's. However, aside from the occasional reference, very little had been written about him. This subject had to remain an interesting sideline to the main event described in *Warhammer Realms: Lustria*, which was of course the epic war between the Lizardmen and the Skaven.

Though I knew I wouldn't be able to do much in the book on the Zombie Pirates, I knew they'd be an ideal subject to explore further in *White Dwarf*. With Hollywood showing a resurgent (and perfectly laudable) interest in all things piratical, we thought the time was right to dredge up this neglected element of the Warhammer background. After all, everyone loves Zombie Pirates, right?

EVERYTHING BEGINS WITH AN "R"

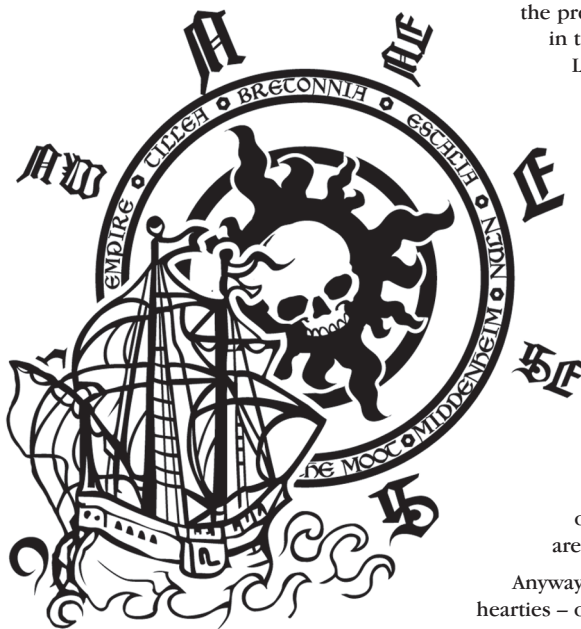
I recruited the aid of Mat Ward, an evil villain known for his love of both pirates and the Undead, and we set about working up a Zombie Pirate army list based on the Regiment of Renown we made for the Conquest of the New World campaign. Knowing that this list would appeal to the type of player who enjoys modeling every single miniature in his army and coming up with all manner of crazy conversions, I approached the guys in the U.S. Studio, asked them to produce some interesting troop types that would work on a visual level, and then integrated them into the army list. Almost everything the guys came up with made it into the list (we'll save the exploding pony for later lads!), and Mat has included a few more units that will, I'm sure, provide endless hours of converting pleasure for the madder people out there. When it comes to the list itself, you'll notice that, like a number of variant

lists we've produced lately, it relies on the presence of a special character – in this case the Vampire Lord

Luthor Harkon. Although this character may at first glance appear restrictive,

particularly if you plan on taking the army to a tournament, including such characters actually allows us to produce more army list variants without losing control of the massive number of different lists we now have in the game. Thus, the army list is most certainly "official" but may or may not be usable in a given tournament, depending on whether Special Characters are allowed.

Anyway, enough of my waffle, me hearties – on with the Zombie Pirates!





LUTHOR HARKON

The stretch of Lustrian shoreline known as the Vampire Coast owes its name to a luckless Norscan raiding party which, as is the way of their kind, attacked an Empire Merchant ship and took everything of value from its holds. Unfortunately for the raiders, their plunder included the sarcophagus of Luthor Harkon, a Vampire of unknown heritage. By the time the longship broke apart on the shores of Lustria, all its crew had undergone a marked change in both allegiance and vital signs.

Though stranded many thousands of miles from home, Luthor never looked back and took his newly indentured vassals on a march of conquest. He carved out a realm for himself on the eastern coast of the southern continent. The winds and currents along that stretch of coast proved to be incredibly treacherous to unwary vessels. Over time, Luthor's army became swollen with the lifeless corpses of all manner of unfortunate mariners. Before long, the Vampire Coast had its own pirate fleet, crewed by the dead and the damned.

It is possible that Harkon might have become a great power in the world but for his colossal pride and greed. Determined to augment his magical abilities, Luthor took an expedition to the ruined city of Huatl, where he hoped to find some secret that would increase his might. It was on the third week of his excavations that his servants uncovered an undisturbed chamber, sealed tight with ancient and powerful glyphs. Convinced that this vault concealed great secrets from him, Luthor commanded his servants to break down the doors, but the power of the glyphs thwarted him. Each time Luthor's Zombies assailed the portal, the witchfires in their eyes dimmed and extinguished as the magic that animated them was drained away by the glyphs. Enraged, Luthor assailed the vault with his own dark magic, but the seals had been placed to defeat even the greatest of sorcerers. Faced with a direct assault, the wards responded in kind. As the chamber began to collapse around him, Harkon found that he could

LUTHOR HARKON

260 PTS

	M	WS	BS	S	T	W	I	A	Ld
Luthor Harkon	6	7	6	5	5	4	8	5	9

Equipment: Hand weapon and brace of pistols. (Harkon must be used exactly as presented here and may not take additional magic items or equipment.)

SPECIAL RULES

Magical Void. The catastrophic results of Luthor's great experiment severed him from the Winds of Magic. As such, and unlike other Vampires, he has no magical abilities, beyond the power to control his Undead hordes. He does not generate Power Dice. However, Luthor's unusual condition means that he emanates a peculiar anti-magic field. As a result, he has Magic Resistance (3) and generates four Dispel Dice.

Split Personality. Luthor's many personalities continually bicker and rage within the walls of his psyche, and his actions are guided by whichever of the many voices is currently dominant. If no single personality prevails, Harkon remains almost motionless as the battle in his mind rages. These periods of apparent calm can end in lucid moments or, more often, result in his more extreme characteristics coming to the fore. At the start of each of the Vampire Coast player's turns and whenever Luthor suffers a Wound, roll a D6 to determine which personality is in control.

D6 Result

- 1-3 **Brainlock.** Luthor's personalities fight among themselves, leaving him dazed and confused. He must pass a Leadership test or suffer from the rules for *Stupidity* (even though he would normally be *Immune to Psychology*) until a new result is generated from this table.
- 4 **Mad.** A completely unhinged character from the deepest depths of Luthor's mind has surfaced and gained control of his actions. He suffers from the rules for *Frenzy* (even though he would normally be *Immune to Psychology*) until a new result is generated from this table.
- 5 **Bad.** Luthor's "core" personality comes to the fore. Though thoroughly evil, Luthor's primary personality is at least fairly rational. He may act normally until a new result is generated from this table.
- 6 **Dangerous to Know.** A steely, determined, and ruthless portion of Luthor's soul has clawed its way into the light of day. He follows the rules for *Hatred* (even though he would normally be *Immune to Psychology*) until a new result is generated from this table.

When Luthor is badly wounded and the strain is too much for the dominant personality, a stronger facet of himself takes over and continues the fight. Thus, when he loses his last Wound, Luthor gains the ability to *Regenerate* until the end of the turn.

not break the magical conduit between himself and the glyphs – worse, he realized that they were draining not only his magical energies, but his very life force as well.

With a supreme effort, Harkon managed to break free from the glyphs and staggered outside just as the passageway collapsed. The vault was swallowed once more. The magical backlash shattered his mind and severed his connection to the Winds of Magic. Now Luthor teeters on the brink of insanity – his personality fractured in a dozen different facets that battle for dominance in his mind. In the years since, the only common goal that Harkon's various personalities have been able to work toward is that of finding a cure for his condition. To this end, he has bent his obsessions to seizing Slann artifacts, hoping that their power can undo the damage wrought upon him.



Gabrio Tolentino converted this model to represent Luthor Harkon. The conversion uses the Kislev Kossar Champion, the head from a Vampire Count Necrarch, and the sword from the Uli and Marquand weapon sprue from the Fanatic Mordheim range.



**ARCH GRAND COMMODORE
LUTHOR HARKON**

A Vampire Coast army can be led only by Luthor Harkon. If he is destroyed, the Undead in the army will slowly start to crumble to dust. As such, at the end of the phase when the General is killed and at the beginning of every Undead turn thereafter, all Undead units on the battlefield must take a Leadership test. If the test is failed, the unit suffers a number of Wounds equal to the number by which they failed the Leadership test. No saves of any kind (not even ward saves) are allowed against such Wounds. For instance, a Pirate Mob (Ld2) takes the test and rolls a 7; thus, the unit suffers 5 Wounds (7 - 2 = 5). Characters never suffer Wounds because of a destroyed General. Units can use the Leadership of a character leading the unit for this test as normal. Note that if the General is taken below 1 Wound but manages to *Regenerate* enough Wounds to come back, this rule does not apply. The

General has to be dead (i.e., removed from the table) for this rule to take effect.

AQUATIC

Having risen from all manner of watery graves, all models in the army can move over marshes, rivers, lakes, or any other water features without penalty and will benefit from soft cover while in such terrain.

BRAINDEAD

All models in the Vampire Coast army, excluding characters, are Zombies. They are so slow that their opponents always anticipate their clumsy attacks. As such, Zombies always strike last in close combat (even when they charge, even after opponents armed with great weapons, and so on, always!). If Zombies are fighting other Zombies, roll a die every turn to determine which unit attacks first.

UNDEAD

All units in the Vampire Coast army are Undead and use the following rules.

BREAK TESTS

Undead cannot be broken, but Undead units beaten in combat suffer 1 additional Wound for every point by which they lose the combat (no saves of any kind, not even *Regeneration* or ward saves, are allowed against such Wounds). If characters are present in the unit or if they are riding a monster, the controlling player can decide how to allocate the Wounds among the unit, the monster, and the characters. In multiple combats, each Undead unit on the losing side suffers 1 additional Wound for every point by which its side has lost the combat. If an Undead unit is wiped out by combat resolution in the 1st turn of a combat, the enemy gets the option to make an Overrun move as normal.

IMMUNE TO PSYCHOLOGY

Undead are *Immune to Psychology* (see the *Special Rules* section of the Warhammer rulebook).



BLACK POWDER WEAPONS

The pirates of the Vampire Coast carry a large assortment of black powder weapons, ranging from pistols to Great Cannon – not a normal sight in the retinues of more traditionally minded (and less clinically insane) Vampire Counts. Though Zombies are not normally known for their ability to shoot straight (or at all), Harkon long ago wove an enchantment that allows them to do just that. However, even the misused magics of the Slann have a hard time making soggy and waterlogged black powder weapons discharge with any reliability. All black powder weapons that require a roll to hit will always hit on a roll of 6 if the firer has Ballistic Skill 0, regardless of any modifiers. However, any rolls of 1 will result in the gun misfiring – resolve the hit against the firing unit instead of the target.

CHARGE REACTIONS

Undead can react to charges only by holding their ground.

MARCHING

Undead models cannot make a march move unless they are characters or are within 12" of the General at the start of their Movement Phase. Note that all the normal rules for marching will apply (e.g., the presence of the enemy within 8" still stops them from marching).

FEAR

Undead cause *Fear* (see the Warhammer rulebook).



BOOTY OF THE VAMPIRE COAST

In this section, the common magic items are listed first (see the *Magic* section of the Warhammer rulebook). They are followed by a list of *Vampire Coast only* magic items. These items can be used only by models chosen from this list and must be selected within the points limitations set by the army list. Note that all the rules for magic items presented in the Warhammer rulebook also apply to *Vampire Coast only* magic items.

COMMON MAGIC ITEMS

- Sword of Striking** 30 points
Weapon: +1 to Hit
- Sword of Battle** 25 points
Weapon: +1 Attack

Sword of Might 20 points

Weapon: +1 Strength

Biting Blade 10 points

Weapon: -1 Armor Save

Enchanted Shield 10 points

Armor: 5+ Armor Save

Talisman of Protection 15 points

Talisman: 6+ Ward Save

MAGIC WEAPONS

Bloody Nora 50 points

This vicious Cat o' Nine Tails lashes out at the pirate's enemies, gives him D3+2 extra Attacks on the turn he charges, and gives him +2 extra Attacks on subsequent rounds.

Dirty Serpent 50 points

This blade drips with brine and is covered in rust but is capable of slicing through the thickest of armor. No armor saves are possible against it.

Sloppy Cruickshank's

Long-Lost Cutlass 25 points

Sloppy Cruickshank's favorite weapon is the cutlass that made the pirate captain the toast of a hundred drinking dens. The cutlass grants the bearer *Killing Blow*.

Lucky Levi's Hook Hand 35 points

This crude but effective piratical prosthetic grants the user +2 Strength, but he may not use any weapons or items that require two (or more) hands.

Wharf Rats 25 points

A swarm of scabrous rodents surrounds the character and grants him an additional D6 S2 *Poisoned Attacks* at 12.

MAGIC ARMOR

Bloody Bill's Buckler 25 points

The character gains a ward save of 5+ and a 6+ armor save that can be combined with other equipment normally.

ENCHANTED ITEMS

Gentleman Jenkins's

Trusty Compass 25 points

Gentleman Jenkins was said to have voyaged the length (and depths) of the six seas, thanks to his trusty compass. The Compass grants the user the *Scouts* special rule.

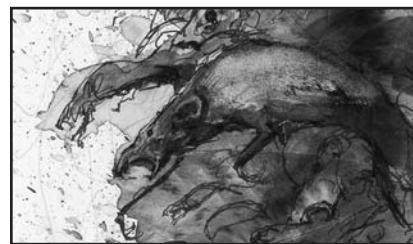
Mad Mullet's Spyin' Glass 10 points

The Spyin' Glass allows the bearer to pick out characters from enemy units when targeting them with a ranged weapon.

Black Buckthorn's

Treasure Map 15 points

You may add 1 to the die rolled to determine who chooses his Deployment Zone.



Slann Gold 35 points

The character bears a sacred Slann artifact, though he thinks it little more than a pretty bauble. The Slann Gold turns the bearer into a Level 1 Wizard who uses the Lore of Death.

Firewater (one use only) 15 points

By drinking this potent brew, the character may make a single S3 Breath Weapon attack, which counts as a Flaming attack, once per game. However, he must pass an immediate Toughness test or suffer a single Wound with no saves of any kind allowed.

Hard Stuff (one use only) 30 points

By drinking a drop of the hard stuff at the beginning of the Close Combat Phase, the character gains +2 Toughness until the end of that phase. However, he must pass an immediate Toughness test or suffer a single Wound with no saves of any kind allowed.

Moonshine (one use only) 15 points

Upon drinking this bizarre concoction, the character undergoes a temporary, though terrifying, physical transformation. Use at the beginning of the character's Movement Phase – he causes *Terror* for the remainder of the game turn. However, he must pass an immediate Toughness test or suffer a single Wound with no saves of any kind allowed.

TALISMANS

Ex-Parrot 30 points

This sad and disheveled but ever loyal bird sits on its master's shoulder, granting a measure of protection from hostile magic. The owner gains Magic Resistance (2).

MAGIC BANNERS

Dead Man's Chest 35 points

Who knows what treasures are locked away within the Dead Man's Chest? Presumably the Zombie Pirates do, for they rally to it like the Reiksguard to the Imperial colors. The Chest counts as a Magical Banner and grants each model in the unit +1 Attack in the 1st round of any hand-to-hand combat.

Ship's Colors 50 points

The vessels of Harkon's fleet fly a bewildering array of flags, but pirates aren't the most original of artists. Thus, each tends to display some variation on the skull and crossbones device. All models in the unit cause *Terror*.

ARMIES OF THE VAMPIRE COAST

ARMY LIST ORGANIZATION

The army list is divided into four sections.

CHARACTERS

The characters represent the Vampire Lord Luthor Harkon and the powerful individuals in his thrall. They form a vital and potent part of your force.

CORE UNITS

Included in this category are the most common forms of Undead Pirate – Deckhands and Gunnery Mobs.

SPECIAL UNITS

Special Units are your best troops and include the lethal (when they hit) Deck Gunners and the nasty little Razortooth

Rats. They are available to your army in limited numbers.

RARE UNITS

So called because they are scarce compared to your ordinary troops. They represent uncommon or unique creatures, such as the Rotting Leviathan and the highly destructive Queen Bess.

CHOOSING AN ARMY

Both players choose armies to the same agreed points value. As you must field Luthor Harkon with the army, the minimum size for the army is 2,000 points, but it can certainly be a lot higher. Most players find that 2,000 points per side provides a game that will last an evening. Whatever number you agree upon, this value is the maximum number of points you can spend on your army. You can spend less and will probably find it difficult to use up every last point. Most 2,000-point armies therefore will include something like 1,998 or 1,999 points, but they are still 2,000-point armies for our purposes. Once you have decided on a total points value, it is time to choose your force.

CHOOSING CHARACTERS

Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can field is shown below. Note that this table has been formatted to reflect the fact that there is only one (compulsory) Lord-level character available to the army.

Army Value	Maximum Characters	Maximum Lords
2,000 or more	0-4	1
3,000 or more	0-6	1
4,000 or more	0-8	1
Each +1,000	+2	1

An army does not have to include the maximum number of heroes allowed; it can always include fewer than indicated. However, an army must always include at least one character: the General, who, in the case of this army, is always Luthor Harkon.

ARMY BATTLE STANDARD

One Vampire Fleet Captain in the army may carry the Battle Standard for +25 pts.

The Hero carrying the Battle Standard cannot choose any extra weapons, nor can he use a shield.

LORDS

1 ARCH GRAND COMMODORE HARKON

HEROES

VAMPIRE FLEET CAPTAIN80 pts

Harkon's captains or "shipwrights" are all carefully animated from the mariners that he captures. Given the Arch Grand Commodore's whimsical nature, they tend to be bloodthirsty souls whose grasp on rational thought is a little less than solid.

	M	WS	BS	S	T	W	I	A	Ld
Fleet Captain	4	4	3	4	4	2	4	3	9

Equipment: Hand weapon.

Options:

- May be equipped with a brace of pistols (+6 points) or an additional hand weapon (+4 points).
- May wear light armor (+2 points).
- May choose a mix of Magic Items from the magic items list with a maximum value of 50 pts.

Rob Hawkins's
Fleet Captain
conversion



SPECIAL RULES

Wight Blades. Any hand weapon carried by the Fleet Captains counts as Magical and uses the rules for *Killing Blow*. This rule does not apply to any magic weapon bought from the magic items list.

SYREEN90 pts

Tales speak of the Syreens that lure mariners to their doom on the rocks along the Vampire Coast. These wretched creatures are much akin to the Banshees of the Old World and are as feared on dry land as they are on the seas.

	M	WS	BS	S	T	W	I	A	Ld
Syreen	6	3	0	3	3	2	4	2	8

Equipment: None.

SPECIAL RULES

Ethereal. Syreens are insubstantial, ghostly beings that can pass through barriers as if they were not there at all. Syreens suffer no movement penalties for moving over or through any kind of terrain. Syreens never suffer any movement penalties, even from such things as magical effects. Syreens can even move through impassable terrain, as long as they do not end their move within impassable terrain. They may not, however, move through other units. Nevertheless, Syreens do block line of sight (no one can see through them) and cannot see through anything that would normally block line of sight.

Syreen's Call. The *Syreen's Call* is a shooting attack that hits automatically with a range of 8" and does not require line of sight. The target unit must pass a Leadership test or suffer as if the Doom and Darkness spell from the Lore of Death had been cast upon it. This effect behaves in exactly the same way as that spell, although the *Syreen's Call* cannot be dispelled.

CORE UNITS

Core Units are the most common unliving warriors in a Vampire Coast army. There is a minimum number of Core Units that must be fielded, as previously described. There is no maximum limit of the number of Core Units that can be fielded.

ZOMBIE PIRATE DECKHANDS MOB.....6 pts

Festooned with all manner of rusty and corroded weaponry, Zombie Pirates make up the bulk of Harkon's damned followers. Unlike most reanimated vassals, some vicious spark of personality resides deep within the rotten souls of the Deckhands, making them all the more formidable in combat.

	M	WS	BS	S	T	W	I	A	Ld
Zombie Deckhand	4	3	0	3	3	1	0	1	2

Unit Size: 20-40

Equipment: Hand weapon.

Options:

- Upgrade one Zombie Pirate to a Musician for +5 points
- Upgrade one Zombie Pirate to a Standard Bearer for +10 points

CHOOSING TROOPS

Troops are divided into Core, Special, and Rare units. The number of each type of unit available depends on the army's points value, indicated in the chart below.

Army Points Value	Core Units	Special Units	Rare Units
2,000 or more	3+	0-4	0-2
3,000 or more	4+	0-5	0-3
4,000 or more	5+	0-6	0-4
Each +1,000	+1	+1	+1

In some cases, other limitations may apply to a particular kind of unit. These limitations are specified in the unit entry. For example, the massive artillery piece dubbed Queen Bess is a Rare choice that is limited to a maximum of one in the army, reflecting the fact that it is a unique war machine.



A mob of Zombie Deckhands by Chad Mierzwa



UNIT ENTRIES

Each unit is represented by an entry in the army list. The unit's name is given, and any limitations that apply are explained.

Profile: The characteristic profiles for the troops in each unit are given in the unit entry. Where several profiles are required, they are also given, even if, as in many cases, they are optional.

Unit Sizes: Each entry specifies the minimum and maximum size for each unit.

Weapons and Armor: Each entry lists the standard weapons and armor for that unit type. The value of these items is included in its points value. Additional or optional weapons and armor cost extra and are covered in the Options section of the unit entry.

Options: Lists the different weapon, armor and equipment options for the unit and any additional points cost for taking them. It may also include the option to upgrade a unit member to a Musician or Standard Bearer.

Special Rules: Many troops have special rules, which are explained in the army special rules section and summarized for your convenience in the army list.

It would be tedious to repeat all the special rules for every unit within the army list itself. The army list is intended primarily as a tool for choosing armies rather than for presenting game rules. Wherever possible, we have indicated where special rules apply. Where space permits, we have provided notes within the army list as memory joggers. Bear in mind that these descriptions are not necessarily exhaustive or definitive, and players should refer to the main rules for a full account.

ZOMBIE PIRATE GUNNERY MOB7 pts

Though their weapons are rusted and sodden, many of Harkon's Undead Pirates cling to the guns they held so dearly in life. Wielding a shabby collection of black powder weapons long past their best, the Zombies of the Gunnery Mob still gain a small spark of the satisfaction they enjoyed in life through the random discharge of noisy, indiscriminate firepower.

	M	WS	BS	S	T	W	I	A	Ld
Zombie Gunner	4	2	0	3	3	1	0	1	2

Unit Size: 10-20

Equipment: Hand weapon, handgun

Options:

- Any unit may replace its handguns with a brace of pistols (+1 points/model)
- Upgrade one Zombie Pirate to a Musician for +5 points
- Upgrade one Zombie Pirate to a Standard Bearer for +10 points

BLOATED CORPSE30 pts

Some cadavers lurch from the sea swollen with noxious gases and liquefying tissues seeping from rotten and tattered skin. It is preferable by far to fight such a creature at a distance, for when slain, their tortured forms disintegrate in a poisonous shower of decomposing internal organs and diseased fluids.

	M	WS	BS	S	T	W	I	A	Ld
Bloated Corpse	4	2	0	3	4	2	0	1	2

Unit Size: 1 (Bloated Corpses do not count toward the minimum number of Core choices)

Equipment: Hand weapon

SPECIAL RULES

Poisoned Attacks. See Warhammer rulebook.

Gaseous Demise. When a Bloated Corpse is slain, center the small template on the model. Any models completely under the template are hit automatically – any models partially covered are hit on a 4+. Any models hit must pass a Toughness test (a roll of 6 always fails) or suffer 1 Wound with no armor save allowed.

SCURVY DOGS10 pts

Many Pirate settlements are filthy dives of scum and villainy, infested with all manner of vermin and wild dogs, many of which are pitied by drunken pirates and brought aboard ship as affectionate, if somewhat noisome pets. Many such dogs serve their masters beyond the death of both. These dogs are less affectionate and much more noisome.

	M	WS	BS	S	T	W	I	A	Ld
Scurvy Dog	9	3	0	3	3	1	3	1	6
Bad Dog	9	3	0	3	3	1	3	2	6

Unit Size: 5-20

Equipment: None.

Options:

- Promote one Scurvy Dog to a Bad Dog for +10 pts.

SPECIAL RULES

Fast Cavalry. See Warhammer rulebook.

Slaving Charge. Scurvy Dogs and Bad Dogs resolve their Attacks at Strength 4 on the turn they charge.



SPECIAL UNITS

Special Units are powerful and rarer Undead Troops. There is a maximum number of Special Units that can be fielded, and this number varies with the size of the army, as previously described.

RAZORTOOTH RATS45 pts
Most rats abandon a sinking ship, but the cadaverous rodents that scuttle about the bilges of Harkon's fleet are more than content to forsake their vessel even before it has foundered. Razortooth Rats are driven by an undying hunger for the flesh of the living.

	M	WS	BS	S	T	W	I	A	Ld
Rat Swarm	6	2	0	2	2	5	0	5	10

Unit Size: 1-5

Equipment: None

SPECIAL RULES

Undead. Cannot Be Joined by Characters. Skirmish. Do Not Block Line of Sight. See Warhammer rulebook.

DECK GUNNERS10 pts
Dead or alive, all pirates love guns, and the bigger they are, the better. Though the barrels be corroded and the aim of the gunners be poor (arr!), the sheer power and range of Harkon's swivel gunners command respect from his foes.

	M	WS	BS	S	T	W	I	A	Ld
Deck Gunners	4	3	0	3	3	1	0	1	2

Unit Size: 3-10

Equipment: Hand weapon, Swivel Gun (Handgun with range 36" and Strength 6)

SPECIAL RULES

Unit Strength 2. 6+ Armor Save. Cavalry Base. See Warhammer rulebook

CARRONADE70 pts
Many of the ships in the Vampire fleet carry small bore, short-barreled cannons, known as carronades or smashers. Though their power pales by comparison to that of Imperial Great Cannon, it can still wipe out whole files of foes in a single shot.

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

Unit Size: 1 Carronade and 3 crew

Equipment: Hand weapon

SPECIAL RULES

Cannon. A Carronade is a Cannon (see pp. 122-123 of the Warhammer rulebook) that can move and fire with a range of 36" and a Strength of 7.

ANIMATED HULKS40 pts
Not all mariners are of human stature and girth. Indeed, many Ogres take passage aboard ocean-going vessels in search of money or food. Thus, not all of Harkon's eternal indentured servants are man-sized, though for some reason the reanimation process often yields more unpredictable results.

	M	WS	BS	S	T	W	I	A	Ld
Animated Hulk	6	3	0	5	4	3	0	D6	2

Unit Size: 3-10

Equipment: Hand weapon



Deck Gunners by Rob Hawkins

DECK DROPPERS25 pts

Fell Bats hang from the topmost spars high in the rigging of Harkon's pirate fleet and lie dormant until the coppery tang of blood fills the air. When battle rages, the bats dive among the combatants and carry a vicious (though somewhat disoriented) Zombie Pirate in their sharp talons.

	M	WS	BS	S	T	W	I	A	Ld
Deck Dropper	1	3	0	3	3	2	0	3	6

Unit Size: 3-10

Equipment: Hand weapon

SPECIAL RULES

Flying Unit. See Warhammer rulebook

RARE UNITS

The maximum number of Rare units that can be fielded varies with the size of the army, as previously described.

ROTTING LEVIATHAN200 pts

There are many great and wondrous creatures in the seas of the Old World. From the Sea Dragons and Kraken of the Great Ocean, to the crab-like Prometheans of the Lustrian Coastline, the sea's bounty is truly as varied as that of land-going life. Not that Harkon cares much about either. He waits until they're dead and infinitely more controllable.

	M	WS	BS	S	T	W	I	A	Ld
Rotting Leviathan	6	3	0	6	5	5	0	5	5

Unit Size: 1

SPECIAL RULES

Terror, Scaly Skin (3+). See Warhammer rulebook

Slimy Skin. All opponents attempting to strike the Rotting Leviathan in close combat suffer a -1 penalty to hit.



Rob Hawkins's amazing unit of Deck Droppers

0-1 QUEEN BESS250 pts

Queen Bess takes up both a Special and a Rare slot.

This enormous and oft-repaired monstrosity is Harkon's pride and joy. The exact heritage of Queen Bess is uncertain but, from the reports that have reached the Colleges of Nuln, it is likely to have begun life as nothing less than a Hell-Hammer Cannon! It has since been much "refined" and "improved" by Harkon (in one of his more than usually lucid moments) and reduced in size somewhat. Even so, the Queen Bess remains one of the most powerful pieces of black powder artillery ever to grace the shores of Lustria.

	M	WS	BS	S	T	W	I	A	Ld
Queen Bess	-	-	-	-	7	5	-	-	-
Crew	4	3	0	3	3	1	0	1	2

Range	Strength	Damage	Armor Saves
72"	10	D6	none allowed

Unit Size: 1 Queen Bess and 5 Crew

SPECIAL RULES

Queen Bess fires according to the following procedure.

1. Align Queen Bess at the target and declare the distance you are aiming.
2. Roll two Artillery dice and add the scores to the distance aimed. The shot travels forward this distance before striking the ground.
3. For each Misfire you roll, refer to the Cannon Misfire Chart. Otherwise, place the small template with the hole over the spot where the shot strikes the ground. All models completely under the template are hit automatically; models partially under the template are hit on a 4+.
4. Roll the Artillery Die to establish how far the shot bounces – move the template directly forward that many inches. All models touched by the template as it moves are hit on a 4+.
5. If you roll a Misfire for the bounce roll, the cannonball sticks in the ground and does not bounce.
6. Work out the effect of hits normally. Models have no saving throw against a shot from Queen Bess!



Zombie Pirates venture into the steaming depths of Lustria.