

• 'AAARRR, ME HEARTIES!' •

The 'Salty Seadog' character in Warhammer Quest

By Antony Francis

Hello Deathblow readers! It's another writer here with a smug idea calling from the depths of Solihull near Birmingham. I came up with the idea of a sailor character in Quest on holiday in a sunny July day in Spain whilst discussing a whole new range of warriors with my brother, so he inspired me to write it up and submit it to the Journal Bunker. I decided to call him a 'Salty Seadog', cos all the nice

boys love a sailor! Apart from playtesting him, I like to use the Elf Ranger or the Bretonnian Knight. In Warhammer I use Wood Elves and Orks and Sisters of Battle in Warhammer 40K, Goliaths in Necromunda and Orcs and Wood Elves in Blood Bowl. Apart from that I don't play that much else! (Is there anything left to play?) (Well, there's *Battlefleet Gothic* and *Mordheim* for starters, Antony - Ed.)

•SALTY SEADOG CHARACTER•

The Salty Seadog is just the swashbuckling scoundrel you would imagine him to be. He's tall, and nimble and more than a little partial to a spot of the old rum. They are quite 'the jolly Jack-Tar', quick witted and sharp, they soon get everyone in the tavern rolling in the aisles, although no-one really trusts them. Salty Seadogs are resplendent in their flashy clothes, sporting garish ear-rings but this strange foppish look would detract from how deadly they are in combat. The Salty Seadog is always loyal to his companions just as he was to his shipmates when he sailed the high seas battling fearsome sea monsters, exploring unknown lands and battling with pirates (unless, of course, that was his actual profession something which he is unlikely to reveal).

Reasons abound as to why the Salty Seadog leaves the life on the ocean wave to join the land-lubbers. Sometimes it's the lack of decent food and water, the bitterness of navy

rum, the occasional bouts of scurvy not to mention one hundred foot waves that can smash a ship in two, every so often that eventually dampen his spirits and send him hankering for shore. This is a new lease of life for him, he's conquered the sea (or so he thinks) and now it's time to conquer the dungeons (he hopes). The Salty Seadog is unconcerned as to how many monsters he must kill he just wants to see the rest of the world and gather a bit of a fortune while he's at it.



•STARTING AS A SALTY SEADOG•

You may choose the Salty Seadog instead of a normal warrior out of the Warhammer Quest boxed set and follow the rules for creating a new warrior as stated in the Warhammer Quest rulebook. You will also have to make a suitable warrior counter. A D.I.Y job (Standing for 'Do it yourself you lazygit!')

The profile for a Sailor is as follows:

Wounds	1D6+8
Move	4
Weapon Skill	4
Ballistic Skill	5+
Strength	3
Toughness	3
Initiative	4
Attacks	1
Pinning	4+

Armour: none.

Weapons: The Salty Seadog starts off with a Cutlass, a Pistol and *The Parrot* special equipment card.

Cutlass: Because of the nature of it's make the cutlass causes D6+WS wounds.

Pistol: This weapon needs gunpowder and shot after each adventure. It hits at Strength 5 does 1D6+5 wounds. The Pistol takes one full turn to reload.

The Parrot: Seadogs are notorious for having bizarre pets especially those that have been discovered on his travels. If the warriors are

ambushed the Parrot will warn them of such an ambush on a D6 roll of 5 or 6 instead of just the usual 6.

SPECIAL RULES

Treasure: The Salty Seadog is usually honest when it comes to sharing out the treasure but distrusts the use of magic and will always pass on any magic scrolls or anything to do with spell casting over to some one else for a price, although he will take all rings and healing potions.

Debt: After quitting the ocean life the Captain of the Salty Seadog's ship (especially if it was a pirate ship) has ordered him to pay a debt to him for his loss of such a fine sailor. This is very typical in the Imperial navy where many sailors buy themselves out of the service.

DEBT TABLE

Roll a D6

1. Imperial Navy press gang
1D3x1000 gold.
2. Cap'n Bob 1D6x1000 gold.
3. Cap'n Scurvy Pete
1D6+1x1000 gold.
4. Blackbeard
1D6+2x1000 gold.
5. Captain Cook
2D6x1000 gold.
6. Lord Admiral Krueger
3D6x1000 gold.

•THE SALTY SEADOG AND SETTLEMENTS•

The Salty Seadog is very used to the daily routine of the Old World cities as he is used to spending lots of the time amongst the bustling ports. In addition, when the 'Old Debt' settlement result arises the Salty Seadog has to pay twice the amount or as much as he can as the person demanding

the debt is a sailor under the command of the Captain of your old ship.

The Salty Seadog may visit all the standard locations in the settlement with no modifiers in the Alehouse. In the armourer the only armour he can buy is a fur cloak, Light Armour and/or an Open Helmet. He may also visit the Dockside Bar.



THE DOCKSIDE BAR

The Dockside Bar is found like any special location. Inside the Salty Seadog will spend 1D6x10 gold on hardy navy Rum while meeting with other sailors and swapping each other's (extremely tall) stories. Outside is a huge courtyard where the Salty Seadog can be trained and move up battle levels, in the bigger cities this is often referred to as the Maritime Academy. Salty Seadogs are taught by retired Sailors who are keen to help the next generation in return for gold.

News

The Salty Seadog can receive news about the next dungeon from experienced land-lubbers. Roll a D6:

1-2. Nothing that the Salty Seadog doesn't know already or that would interest him.

3-4. A certain treasure can be found by the Salty Seadog for the next adventure only. The Salty Seadog can choose when the extra treasure card can be found (i.e. after an *Ambush* or the Objective room.)

5. A map is given to the Salty Seadog of the best route to the nearest settlement after the dungeon which knocks 2 weeks off of the party's travelling time.

6. The next adventure holds many dangers so the Salty Seadog is given a healing potion which brings him up to full wounds once only for the next adventure.

The Drunken Sailor

The Salty Seadog can always glean information from drunken sailors who in habit the dingy quayside taverns. If he chooses he may seek one out during his stay in the settlement.

DRUNKARD TABLE

Roll a D6

1-3. Actually the drunken sailor just babbles a load of old nonsense and the Salty Seadog has wasted his time, not to mention his rum.

4. The drunken sailor has encountered some strange folk from the far east in his travels and seen some fancy sword play. He tells the Salty Seadog how to make good use of his cutlas. For one turn in the next adventure only he gains D3 attacks.

5. He teaches the Salty Seadog a sea shanty which is so rousing that all of the warriors in the party regain D3 wounds for the next adventure only (D6 if the

•NAVY STORES.

ITEM	STOCK	COST(BUY)	COST(SELL)	SPECIAL RULES
Hemp rope	7	50	10	May ignore first 1 rolled for breaking.
Navv Rum	6	75	-	Each swig adds +1D6 to the warrior's damage roll for one turn. On a roll of a 1 it goes straight to the Warrior's head who then must lie prone for the next D6 turns.
Sea Rations	8	75 each	-	Each restores 2 Wounds. After each adventure roll 1D6, on a '1' the rations have gone mouldy and are useless.
Silk robes	8	100	10	Ignore the first roll of a '1' when trading commodities at the seaport.
Eye patch	5	50	5	Allows a re-roll in the Brig once per incarceration.
Bucket and Spade	7	50	20	Allows the warrior to dig through cave-ins. It takes 2D6 turns and cannot be attempted if monsters are on board.
Pirate Hook	5	50	5	The warrior can change place with a monster adjacent to him by pulling it over with the hook. Roll 1D6 and add the warrior's strength, if he scores 7+ they change places and warrior can move and fight as normal.
Compass	8	250	30	In the wilderness knock D3 weeks off Journey.
Fishing boat	10	1500	500	When travelling to and from ports knock 3 weeks off the journey. If the warriors travel this way and leave their boat in the harbour after every adventure roll 1D6, on a '1' it has been stolen.

player actually sings it!).

6. He teaches the Salty Seadog a sea shanty which is so piercing that it makes D3 monsters on the same board section of your choice lose 1d6+1 wounds with no deductions for Toughness, Armour, *Ignore Pain*, etc.

In a cornered off section of the Dockside bar the Salty Seadog can buy goods which are also available in the port under 'Navy Stores'.



Ports

The Salty Seadog has been in-and-out of most of the busiest ports in the world, from cosmopolitan Marienburg to frozen Erengard and even to the opulence of Lothorn. The Salty Seadog has certain modifiers after getting used to the hustle and bustle of port

life. These are as follows:

1. In the Tavern ignore a roll of '2' The Seadog is very determined not to re-enter the Navy!!
2. The warriors may book passage with your original captain on a roll of 5 or 6.
3. On the *Mutiny* Ocean Events result the Seadog will always persuade the others in your party to be on the Captains side.
4. On the *Pirates* Ocean Events result the Seadog is

used to this from his seafaring days and gains an extra attack, (here he is in your prime!)



•TRAINING•

The instructors of the Maritime Academy are retired Sailors eager to train the next generation of Sailors. The Sailors practice, Climbing, fencing, target practice and many other useful skills. The Salty Seadog has to pay the usual amount of Gold pieces for his training and to move up a Battle Level.

Roll 2D6 for the skill you have learnt (Reroll if you already have that skill).

2 Dodge

You've spent years climbing the rigging of ships buffeted by heavy storms which requires incredible strength and athleticism.

He gains Dodge and may avoid damage on a 5+ once per turn.

3 Quick Tongue

You're always ready to use your quick tongue and can get yourself out of trouble fairly easily.

If the Salty Seadog gets a Thrown Out result in a

settlement, on a roll of 5 or 6 he can talk his way out of it and may remain.

4 Killing Blow

You've been taught how to strike deep into the heart of a monster, quickly killing it outright.

One turn only per adventure the Seadog may cause 1D6xhis Battle Level damage with no deductions for Toughness or Armour.

5 A taste of the Cat

The cat o' nine tails has been used to whip you into shape allowing you take great pain.

Once per adventure, the warrior can ignore one blow which would otherwise kill him.

6 Parry

You've taken long and exhaustive lessons with an expert swordsman who teaches you how to defend yourself better with your cutlas.

The warrior can Parry one hand-to-hand hit once per adventure.

7 Vicious Parrot!

You've trained your parrot to listen, understand and obey your whistling commands.

The parrot listens to the warrior's lively tune and takes off tormenting a single opponent who, in his turn is at -2 to hit in close combat. This may be used twice per adventure.

8 Quick Draw

You've had a lot of practice with your pistol and are able to train with a superior pistolier who teaches you

how to quick-draw.

The Seadog is able to fire his pistol twice in the same turn provided it is at the same monster. Once per adventure.

9 Fearless

You've witnessed a lot of scary sights in your time; from massive, slaving sea monsters to deadly typhoons and tidal waves. Frankly you're just not impressed with the 'scaled-down' monsters you see in the dungeon.

The warrior may add +2 to Fear and Terror tests.

10 Dashing Blade

Everyone is impressed with your swordplay and your cutlas is a blur in your hand.

For one turn in the next adventure he may add an extra Damage dice to his attacks as a result of his opponent's clumsy movements.

11 Battlefield Surgeon

You have been in many a bloody sea battle and patched up wounded sailors countless times before.

If any of the warriors get injured and they use bandages or provisions to heal themselves the Seadog can patch them up so well they regain an extra D6 wounds.



SALTY SEADOG BATTLE-LEVEL TABLE.

Level	Gold	Title	Weapon/Ballistic Skill	Strength	Damage Dice	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Skills	Escape Pinning
1	0	Seadog	4	4+	1	3	1D6+8	4	1	0	2	0	3+
2	2000	Bosun	4	4+	1	3	2D6+8	4	2	1	3	1	3+
3	4000	Bosun	4	4+	1	3	3D6+8	4	2	1	3	2	3+
4	8000	Bosun	5	4+	2	4	4D6+8	4	2	1	3	2	3+
5	12000	Midshipman	5	4+	2	4	5D6+8	5	3	2	4	3	2+
6	18000	Midshipman	5	3+	2	4	5D6+8	5	3	2	4	3	2+
7	24000	Midshipman	6	3+	2	4	6D6+8	5	3	2	5	4	2+
8	32000	Midshipman	6	3+	3	4	6D6+8	5	4	3	5	5	2+
9	45000	Captain	6	3+	3	4	7D6+8	6	4	3	6	6	2+
10	50000	Captain	6	2+	3	4	7D6+8	6	4	3	6	7	2+

The Salty Seadog's Move characteristic is given in his starting profile and remains at 4 throughout his Battle-Levels.

12 Daring Leap

You are as athletic as a monkey and can swing past monsters on overhead chandeliers, ropes or curtains.

The Seadog may move through the air up to 6 squares (including bouncing off the walls!) over the heads of monsters. Each monster he passes over the Seadog may attack normally but as soon as he misses one he will miss all that remain. Use once per adventure.

So, that was the Salty Seadog and played properly he can be great fun. I hope you enjoyed it and I also hope others will too.

REPRESENTATION

The Salty Seadog can easily be represented by using the incredibly versatile plastic Mordheim human miniatures. These sprues are just brimming with cutlasses, pirate-like headscarves, pistols, the lot! There are also quite a few piratical looking models from the older range of Warhammer miniatures that may well fit the bill, just find out from Mail Order. You will want to paint him in a vibrant scheme: stripy trousers and a bright red headscarf is a must and sculpt on an eye-patch and maybe a hook in place of a hand or even include a peg-leg for that clichéd but really cool feel. Then it's 'shiver me timbers' and 'yo-ho-ho and a bottle of rum' and all that nautical nonce!

