

Pirates and Mercenaries

Pirate war bands can be in as small as a single ship, with less than a dozen crew making their living by raiding tiny outposts and trading caravans on the fringe of space, to large criminal enterprises numbering in the tens of thousands, who operate much more like a conventional force than they would care to admit.

These gangs have a massive infrastructure and a robust supply network to allow them to impose on whole star systems and reach out at will.

The command structure is also quite well defined, with warlords overseeing vast numbers of smaller gangs that function as infantry, armour, recon, artillery, logistics etc would do in a conventional military force.

Pirates can be found everywhere, some live the entirety of their lives in space, within large fleets or onboard massive 'space hulks' which drift and occasionally bring them to rich pastures.

Some have occupied abandoned mining outposts or failed colonies and some operate under the nose of the imperium, in the hive worlds.

Of course bringing these factions who have no lasting allegiance to one and other together is often orchestrated at a higher, more shadowy level – rumours of chaos or even the inquisition involvement is not uncommon, and would explain how these pirates are able to make their presence felt amongst the warring races we are used to seeing on the battlefield.

The large Pirate war bands found battling the more familiar forces are often made up of various distinct gangs working for a common goal (normally a split of the booty!)

This makes the faction unique in that you will often see Eldar fighting alongside Ork, Squat, man and mutant – putting aside their historical differences to get the job done and survive.

Force Composition

A pirate force can be made up of various war bands, gangs and mercenaries from the myriad of guns for hire lurking in the shadows.

To take a support card from a specific war band/gang you must first purchase a company card from the same war band/gang. With a maximum of 5 support cards per company.

e.g. to purchase a group of Savage Bikers, you must have the Savage Gang company card, as the Savage bikers will not fight without someone from their gang leadership bringing them to battle

The Exception to this rule are the Mercenary support units – these specialists are their own bosses and answer only to cold hard cash and have no leadership hierarchy.

Example 2000 Point Army;

Insert Example

War bands/Gangs Overview

Eldar Pirate War band

Eldar pirates are feared and notorious, with some group's existence pre-dating the imperium. They comprise of eldar who have abandoned the path of their craftworld and have resisted the temptation of chaos to serve their own agenda.

A war band will normally comprise of several small ships and will be versatile in carrying out both ship-to-ship actions and planetary raids using a variety of ancient Eldar technology.

They are often the backbone of any large gathering of pirates, due to their savvy.

Savage gangs

These gangs are regarded as 'savages' by their peers – relying on the more technologically minded gangs to transport them between worlds. They are often recruited by warbands traveling through their home planets as their speed and ferocity in combat is unmatched and their gang master will happily sacrifice some of his boys for a little more fuel, or ammo to strengthen his hold on a dying world.

Eccossian Miners' Union 141

When the Brunium miners of the small Eccossian system of planets were told their services were no longer required by the imperium they had little choice but to turn to piracy to survive.

Brunium was once a highly prized element, that when combined with simple iron ore gave a compound strong enough to form the foundations of the massive hive cities, manufacturums and cathedrals of the old worlds – however since the introduction of plasteel and other, lighter, more

modern materials, Iron-Brunium has become redundant and the skills of its miners no longer economical to maintain.

Their skills with explosives, heavy machinery and their desire to provide for the families on their home worlds make them desirable to any war band looking to add some weight to their punch.

Underhive Gangs

Lured into the criminal world with promises of wealth and the chance to escape the polluted hive worlds they are born into these poor young men and women are little more than fodder for the pirate warlords, and are often used as a distraction tool to allow the real job to go on unnoticed elsewhere.

Some of the sub factions in the underhive are given pride of place in a pirate warlords entourage however. The Tech Gangers and bike gangs have proven their worth on many occasions.

Mercenaries

Ex-Military guns for hire – disillusioned by the thought of dying for the emperor on a distant world for no reward these units have gathered in numbers and taken the opportunity when the time came to flee the imperial machine by going AWOL, taking whatever hardware they can with them. For a pirate warlord this is a great opportunity to bring some expertise and firepower on their jobs, but it comes at great cost.

Units

Eldar Pirates

Eldar Pirate raiding parties

The raiding party is the mainstay of an elder pirate war band they are able to use their falcon grav tanks to deploy them close to their target and provide fire support as they carry out their task, whether it is a heist, freeing imprisoned comrades or as hired guns in a bigger battle.

Name	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Eldar Pirate War band leader	10	6+/f	+2	Shuriken Pistol	25 cm	1	5+	0	Command, Elite, HQ
Eldar Pirate	10	-	+0	Shuriken catapult/Lasguns	50 cm	1	5+	0	
Falcon Grav Tank	25	3+	+1	Lascannon	75 cm	1	4+	-2	Skimmer, Transport 2

Eldar Pirate boarding parties

Pirate boarding parties are feared both in deep space and on the ground – their expertise in close quarters combat and the speed in which they can strike is a prized asset to any warlord.

Name	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Eldar Pirate corsair	15	-	+3	Las pistols/swords	25 cm	1	5+	0	Jump Packs

Eldar Pirate fire support

Pirate raids can often quickly turn sour if the element of surprise is lost and the defenders have time to prepare an armoured defence. To counter this, elder pirates will often bring supporting units of grav tanks and heavy weapon troops to lay down suppressive fire and cover their assaults.

Name	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Eldar Pirate Heavy Support	10	-	+0	Lascannon/Missile Launchers	75cm	2	5+	-1	

Eldar Pirate specialist grav weapons

Name	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Eldar Pirate Warp Hunters	25 cm	3+	+1	Warp Cannon	75 cm	Special	Varies	None	Skimmer, Special
Eldar Pirate Wave Serpent	25 cm	3+	+1	Warp Wave	2D6x10	Special	4+		Skimmer, Transport 2, Special
Eldar Pirate Fire Storm	25 cm	3+	+1	Laser Battery	100	3	4+	-2	Skimmer, AA

Miners' Union

The Miners bring some heavy hitting tools – originally adapted by the Adeptus Mechanicus for the purposes of mining, excavation and demolition they have been relatively easy for these out-of-work engineers to re-purpose them for warfare.

Name	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Miners' union steward	10 cm	5+/6+f	+6	Bolter/Power Axe	50 cm	2	5+	0	Command, Elite, HQ, Inspirational
Miners' Worker	10 cm	0	+1	Lasguns Demolition Charges	50 cm 10cm	1 1	5+ 5+	0 -2	
Miners' Whirlwind	20 cm	4+	0	Multi Launcher	150 cm	@2 BP	Varies	0	
Miners' Thudd Gun	5 cm	-	-3	Thudd gunn	75 cm	@2 BP	Varies	0	
Miners' Mole Mortar	5cm	-	-3	Mole Mortar	150 cm	@1 BP	varies	0	Ignores cover, special
Miners' Gorgon	10 cm	1+/1+	+4	Mine Thrower	15 cm	1	4+	-3	Transport 6, PD(4), Special
Miners' Super Heavy	TBA								

Savages

Savages – Battle wagons, boys, bikes and trucks

Savages are recruited from once prosperous worlds which have been left to decay; they are unaware life beyond their planet and look up at their local warlords as gods.

Many of these warlords still have clandestine contact with the outside world and will negotiate the lives of their 'boyz' with passing pirate fleets in exchange for fuel and ammo to stay top of what remains of their crumbling civilisation

Boyz are fierce fighters and know only war, they ride into battle in customised wagons which are deadly in close combat and have enough mounted weapons to reach out and touch the enemy if needs be.

Name	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Savage Warboss	10 cm	6+	+5	Various	50 cm	2	5+	-2	Command, HQ, Elite
Savage Boyz	10 cm	-	+3	Stubbers and knives	25 cm	1	5+	-1	
Savage Battle wagon	25 cm	4+	+1	Heavy Stubber	50 cm	1	5+	0	Transport 3, Turret
Savage Bike	30 cm	-	+3	-	-	-	-	-	PD(1)
Savage Flamer Bike	30 cm	6+	+1	Flamer	Small Template	1	4+	0	Ignores cover
Savage Zip gun truck	25 cm	4+	1	twin linked Heavy Stubbers	50 cm	2	5+	-1	AA
Savage War Rig	TBA								

Underhive Gangs

Underhive Gangers

Name	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Underhive Gang Boss	10	-	+3	Bolter	50 cm	2	5+	0	Command, HQ
Underhive Ganger	10	-	+1	Knives, Clubs and Pistols	25 cm	1	5+	0	

Underhive Bikers

Name	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Underhive Bikers	30 cm	-	+2	Hand weapons	-	-	-	-	PD(1)

Underhive Tech gang Robot hacker

With the ancient trade of manipulating computers and robots being a dying art, those with those with these skills are highly sought after and given pride of place in a warband.

Whilst the hacker is alive and within coherency distance the robots may be given orders as if they had will of their own, however if the network link is lost then the robots will return to static sentry duty and remain on first fire/snap fire for the remainder of the battle.

The hacker is a command and HQ unit

Name	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Hacker	10	0	+2	Plasma Pistol	15 cm	1	5+	-1	HQ, Command
Robot	10	4+	+2	LasCannon	75cm	1	5+	-1	Inorganic, Quickdraw

Underhive Tech gang augmented berserkers (4 cyborgs – servitors or robots)

Augmented berserkers are hive gangers whose pursuit of ‘perfection’ has left them shunned by society. The combination of implants to enhance their strength and the psychosis brought on by the anti-rejection drugs needed to allow them to use their black-market enhancements mean they are a

risky inclusion in a pirate warband, but their effectiveness in combat and their refusal to die makes them a potent prospect.

Name	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Cyborg Berserker	10	6+	+4	Cybernetic implants	-	-	-	-	Fearless

Mercenaries

Merc Grunts

Name	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Merc Grunts	10cm	-	+2	Various	50 cm	2	5+	-1	

Ogryn Mercs

Name	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Ogryn Mercs	10	6+f	+6	Ripper Gun	10 cm	1	4+	-1	

Merc Tanks

Name	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Predator Tank	25 cm	3+	0	Autocannon* Lascannon	75 cm 75cm	1 2	5+ 5+	-1 -1	*Turret

Mercenary Air force

These ex-military pilots and crew now survive as guns for hire, bringing their battle honed skills and stolen military hardware to the table, they have a strong hand when bargaining a contract as few can afford not to have some form of aerial cover when engaging in a battle

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Mounted Poachers

Poachers are used by gangs and pirates in cases where the booty is of the livestock variety. These individuals have skills in tracking; field craft, wrangling and hunting that are transferable to a warfare scenario. On horseback they are able to ambush the enemy and surround them before neutralising them with their potent hunting lances.

Name	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Mounted Poachers (Rough riders)	20 cm	-	+3	Hunting Lance	25 cm	1	6+	0	

Poachers on foot

Some poachers prefer to go on foot to hunt their prey; this allows them to be even stealthier and they are often used as scouts or forward observers in a pirate war band.

Name	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Poachers (Ratling Snipers)	10 cm	-	-1	Sniper Rifle	75 cm	1	5+	0	Infiltrate, Sniper, Stealth, Special

Special Units

Bounty Hunters

Bounty hunters will often travel with a pirate war band if there is a chance they will cross paths with a target on their 'wanted' list. They use Eldar grav tanks as they believe they offer the speed and flexibility to bring in their prey without fail.

A wise warlord will allow them to tag along for the ride in exchange for their skills in battle, and agreements are normally honoured that when both parties have accomplished their goals they can part ways on good terms.

Bounty hunters have the Infiltrate and Sniper abilities

Name	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Bounty Hunter	10 cm	6+/f	+4	Various	35 cm	2	5+	-1	Elite, Sniper, Infiltrate

Pirate Warlord

Name	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Pirate Warlord	10cm	4+f	+6	Various	35 cm	2	4+	-1	Elite, HQ, inspirational, Fearless
Merc Bodyguard	10cm	-	+2	PDWs	35 cm	2	5+	0	

Tech Gang hi-jackers (rules to be fleshed out)

Operating in small teams these hi-jackers for hire use short range EMP devices, grappling tools, and computer hacking interfaces to gain control over almost any vehicle on the battlefield.

By using customised imperial land speeders they are able to strike quickly and not get bogged down in combat.

Units captured by the Hi-jackers are instantly activated.

Name	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Tech Gang Hi-jackers speeder	35 cm	6+	3+	Hi-Jacking tools	25 cm	Special	Special	Special	Special, Skimmer

Rogue Psyker

Psykers recruited by pirates have proven their strength by resisting the temptation of giving completely to the powers of chaos.

They are normally discovered whilst being trafficked off planet and agree to help the pirate's cause in exchange from protection from those who would seek to kill them for their unsolicited use of psychic powers.

They have developed somewhat unique psychic powers that benefit the pirate's style of combat.

Cloak – All friendly units within 15 cm are shrouded in a fine ethereal mist, making them all but invisible to organic adversaries. For the remainder of the turn effected units gain the 'stealth' ability – meaning they are unable to be targeted unless they are within 25cm of the enemy unit or have elected to fire and give away their position.

Khat – All friendly units within 10cm are given +1 to Morale and +1 to CAF until the next turn

Mind fire – Ranged physical Psychic attack – 35cm, 1 attack dice, 4+ to hit, 0 TSM. LOS required.

Name	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Rogue Psyker	10	-	+0	Bolt Pistol	15 cm	1	5	0	HQ, Psyker

Specialists

These professionals are either working for the pirates as free lancers or have simply been abducted and forced to work in order to save their neck – either way they are a valuable addition to a war band.

Name	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Mechanic	10	-	+1	Pistol	25 cm	1	5+	0	HQ, Mechanic
Medic	10	-	+1	Pistol	25 cm	1	5+	0	HQ, Medic

Card	Contents	Break Point	Morale	Victory Points	Cost
Company Cards					

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Special Cards					
Bounty Hunters	2 Stands of Bounty Hunters + transport				
Warband Warlord	1 Pirate Warlord Stand and 3 body guard Stands				
Merc Tech Gang High Jackers					
Merc Psyker					
Merc Mechanic					
Merc Medic					
Support Cards					
Eldar Pirate Raiding Party	4 stands of Eldar Pirates and 2 Falcon Grav tanks				
Eldar Pirate Boarding Party	4 Stands of Eldar Corsairs and 2 Falcon Grav Tanks				
Eldar Pirate Support party	4 Stands of Eldar Pirate heavy troops and 2 falcon grav tanks				
Eldar Pirate Warp Hunters	2 Warp hunters				
Eldar Pirate Fire prism	1 Fire Prism				
Eldar Pirate Falcon Grav Tanks	2 Falcon grav tanks				
Eldar Pirate Firestorm	1 Fire Storm AA				
Underhive Tech Gang Hacker and Robots	1 Tech Gang Hacker stand and 4 Robots				
Underhive Tech Gang Augmented Berserkers	4 Tech Gang Augmented Berserker stands				

Underhive gangers	10 Stands for Hive Gangers				
Underhive Bikers					
Miners Workers	6 Stands of Miners				
Miners Land Raider variant	3 Land Raiders				
Miners Super Heavy	1 Super heavy				
Miners Mole Mortars	3 Mole Mortars				
Miners Thudd Guns	3 Thudd Guns				
Miners Whirlwinds	3 Whirlwinds				
Miners Gorgon	1 Gorgon				
Savages Road boyz	2 Battlewagons and 6 road boyz				
Savages Bikers	5 Savage bikers				
Savages War truck	1 War Truck				
Savages Zip Gun truck	1 AAA truck				
Merc Mounted Poachers	5 Stands of Mounted Poachers				
Merc Poachers on foot	4 Stands of Poachers				
Merc Predators	3 Predator tanks				
Merc Infantry	4 Stands of Merc infantry				
Merc Rhinos	2 Merc Rhinos	2	2	1	50
Merc Land Raiders	2 Merc Land Raiders	2	2	2	250
Merc Ogryns	4 Ogryn Stands				

Merc Thunderhawk Gunship	1 Thunderhawk	Model	2	1	100
Merc Marauder Bombers	3 Marauders	2	2	4	350
Merc Thunderbolt fighters	3 Thunderbolts	2	2	3	250

Templates;

Name	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes

Card	Contents	Break Point	Morale	Victory Points	Cost