

Pirate Captain Series

5: The Beastmaster of Bilbali

The Beastmaster is rumoured to have been the overseer of the menagerie of an immensely rich merchant in Bilbali decades ago. Somehow failing in his duty he was disposed to the galleys.

Years later a strange vehicle was sighted very sporadically. Any early report of these sightings was met with disbelief and dismissed as rumblings of a drunk, as the rapporteur claimed to have seen a sea-drake towing a small sail-ship carrying broadside cannons. But over the last two decades it became apparent that there was more substance to these rumours, as the unlikely vehicle acted as privateer for various employers.

The Beastmaster actually had managed to escape the galleys by successfully initiating mutiny and overtaking command. He managed to find and train a small sea-drake like creature, against all odds creating a fiercely loyal beasts, giving him the mobility and freedom to go where he likes. He also “acquired” a sail-ship. The Beastmaster sees acting privateer and occasional piracy as means of financing his ventures into the unknown. Although turning old now, he is always intensely searching for lore and interesting creatures, he is not much interested in riches. He is neither interested in humans and keeps to himself, all his business is done over contacts and middlemen. His small and trusty crew is almost never seen in quay sidebars and the like. Therefore all kinds of rumours circulate about them, the Beastmaster being a scholar turned mariner, or being a mariner turned madman, up to tall tales about him being a mage corrupted by Chaos, masterminding sinister plots with his hordes of beastmen clinging to a hideous monster ploughing through the stormy seas....

Recently some of the contacts of the Beastmaster have disappeared, two of them showed later up as mutilated corpses. Together with some vague hearsay he concluded that Dark Elves have developed a very unhealthy interest in his sea-drake, him and his abilities in controlling beasts.

Rules:

The Beastmaster is not a mage, he cannot use spells or dispel. He can however be used to summon beasts (he is using talismans and his vast knowledge about beasts and monsters of the deep) and to ban beasts under certain circumstances.

His vehicle is a small sail-boat, drawn by a loyal sea-drake. The sea-drake can be uncoupled to in order to eat and swim and play, but will normally after a while return to the ship.

Armament:

Fiery breath to the front (contact required): 2 dice fire attack.

May be used to repel boarders in the front.

2 Broadside cannon, 9” range normal modified by range.

1 Stern cannon, 9” range normal modified by range.

Move:

May not ram in any move mode.

Beastmaster’s ship with Seadrake:

Beast move 8” free move. but *can* run aground

Sail 4” with beast, use turning template

Beastmaster’s ship solo:

Sail 6”, use turning template

Sea-drake solo:

Beast move 8” free move. cannot run aground

To disassociate the ship and the sea-drake: At the end of a round (after attack resolved) you may declare that they are disassociated. The next turn both act independent of each other. If the sea drake and the ship are dissociated, you move both on the same activation: Either sail ship first (move, attack, board) or sea-drake first (move, attack, board), than the other unit. Thereafter opponents turn again.

To reassociate: You have to move in a way that both ship and sea-drake get into contact at the end of a round. Once contact is established you may declare at the end of a round that you wish to couple together again. The next round the ship and the sea drake are one unit again, you may however only attack or defend with the unit but not move (as it takes time to get everything in order again). The round thereafter you may move and attack as usually.

Boarding actions:

4 wounds of beast, crew of 2 +Beastmaster

Handling of other beasts:

The Beastmaster may be used to summon beasts you bought for the remaining fleet. You may *not* conjure Triton with the Beastmaster.

The Beastmaster can in his turn be used to ban other beasts (one per turn) within 3" on a roll of 5+. If successful, the beast returns temporarily to its lair. It may be re-conjured on the table at the beginning of the next turn, starting again at the position of its lair.

Template

3 high: Sea drake, save 4+, loose 1 wound, loose 2" beast move

4 high: Sea drake, save 4+, loose 1 wound, loose 2" beast move

5 high: Mast, save 5+, mast lost, sail move lost

6 high: Aftcastle, save 5+, stern cannon lost

3 low: Sea drake, save 4+, loose 1 wound, loose 2" beast move

4 low: Sea drake, save 4+, loose 1 wound, loose 2" beast move

5 low: Battery deck, save 4+, 1 broadside cannon lost

6 low: Battery deck, save 4+, 1 broadside cannon lost

2 below waterline hits, 4+

Sea-drake solo: 4 wounds, to hit 4,5,6 save 4,5,6

Special rules for damage

If the Sea drake dies, the corpse may be immediately cut loose (but sinks at the end of the round counting this round as obstacle, blocking line of sight and movement).

If the Beastmaster is dead or captured, the sea-drake is still under control of the Beastmaster's player.

All other summoned beasts controlled by him are free. Roll a die for each:

1-3: Remove from play.

4-6: Enraged. Still in play, but being neutral.

At the beginning of the next round in the magic phase a mage may try to bring one of these neutral beasts under control: Choose one, roll a die, on 6+ it is under the control of the mage. If failing the

dice roll, you may not try to control this beast again, it will not respond to the mage. It goes straight for the ship the mage is on, attacking it like below.

If there are several neutral beasts and two (or more) mages, go by order of initiative in choosing if to try to control and which beast.

After the magic phase all remaining neutral beasts will attack the nearest ship (regardless which side this belongs to). They will fight until the ship is sunk or the beast is dead, even in subsequent rounds.

If the ship is sunk, the beast returns to its lair to feed upon the morsel. Remove from play.

Cost: 150pts for Beastmaster plus sea-drake and sail-ship.
3 Battle honours for the Beastmaster, 3 for the sea-drake and 2 for the sail-ship
There is only ever one Beastmaster of Bilbali in play.

If the Beastmaster is up against a Dark Elf fleet the beast move is 9" (reduced -2,-2,-2,-3), as the two friends are running for their life.

The Beastmaster's player may ignore one die roll per round (either own die roll, or other player's die roll affecting himself or his ship, includes magic phase) and re-roll/require re-roll. The second result however has to be accepted.

The Beastmaster can try to ban 1 Doomreaver per round if within 3". Roll a die, on 5+ the Doomreaver is removed from play.

The Dark Elf player gets double honours for the Beastmaster, sea-drake and sail-ship.

Ally table:

YES: Empire, Bretonnia Elves, Dwarves, Orcs, Norse, City States

MAYBE: Chaos Dwarves, Chaos, Skaven

NO: Dark Elves

Triton is neutral towards the Beastmaster as he treats his sea-drake well and as loyal friend.

Pirate allies:

YES: Schmidt's Renegades, Long Drong with the "Fair Fregar", The Crimson Count
with the "L'Albatros", Klaus' & Hargrim's Lads, Harkan & Kruduk's Black Oath fleet

MAYBE: Darius 'Wild Dog' Corso with the "Recrant"

Design Notes

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This Pirate Captain gives a pirate fleet the ability to conjure and ban beasts, without the need to take a full mage. Ship calculator returns 125 pts for sea-drake and ship.