

## ***Pirate Captain Series***

### **# 3: The Crimson Count**

Expelled from Bretonnia on the grounds of many affairs d'amour, duels and some obscure political disagreements, the Crimson Count succeeded in taking along some of his treasures, bought a ship and turned first to the life of a merchant man at seas. Few outside Bretonnia know or remember his real name, it is also unclear if he really was a count. Strangely his ship was one of the fastest merchants around, always sailing on some lucky wind. Though eventually he got bored, and was for a while acting as privateer for the Empire. While on this duty he actually managed in a sly action to capture a Galleon. However an Imperial inquisitor was about to discover that just the very luck with the winds might not be natural, but instead caused by foul unregistered magic. The Crimson Count fled the Empire and is now acting as Privateer for paying city-states or for his very own purse. He tries to avoid encounters with Empire and Bretonnian warships.

The Crimson Count is known both for his gaudy clothing style (always with a crimson-red coat) and his gallantry when interacting with captured females. He also shows mercy toward any captured human, elf or dwarfish crew, allowing those willing to follow him the very possibility, and all others are set on land somewhere near some at least remotely friendly settlement. Though he could not quite be called popular, a number of mariners actually admire him for his daring and cunning manoeuvring. And some hard working deckhand whining under the crack of the ship's master might be not too unhappy when a crimson sail shows up on the horizon. Actually there have been incidences where the common crew mutinied, threw the officers over board and joined in with the Crimson count.

The Crimson Count is never working for or together with Chaos forces, Skaven or Dark Elves. And if he is capturing any ship belonging or allied to any of these forces, he shows a rather crimson stained bloody side....

#### **Rules:**

The Crimson Count comes with a modified Bretonnian Galleon, the "L'Albatros", flying with crimson red sails, and his gaudy banners. He let the ship modify to carrying bow chasers. This gives him better chasing capability, albeit slightly less damage resistance to front attacks!

The armament consists of 4 broadside, and 1 forward cannon attack.

Location 2 Low is at save 5+,                      Broadside cannon destroyed

Location 4 Low (Bows) is at 5+,                      Forward Cannon destroyed.

#### **Magic user:**

The Crimson count is essentially a weak Grey mage, equivalent of 25points. Take a copy of each of the official 3 Grey-Magic cards [+ the "Grey Mist" card, if using]. Lay a copy of the "Wind Master" spell card beneath the L'Albatros template. Flip the other 3 [4] cards upside down, blend, take the uppermost one as card hand. The remaining 2 [3] are the Crimson Counts card stack. If all are 3 [4] have been taken up, used or discard, blend anew.

The Crimson Count can in the magic phase, as long he is not swimming, captured or dead, do **one** of the 4 following actions: Either

-Evoke the spell from the card hand at 5+(!). The card is discarded afterwards. The spell can be dispelled following the normal rules. **Or**

-Dispel Amethyst spells aimed at his or any allied ship. Take your spell card (not "Wind Master"). Roll 5+ to succeed, discard spell card. **Or**

-Discard the spell card on hand, take up the next card from the stack. However the Crimson count does not evoke a spell this round. **Or**

-Evoke the spell "Wind Master", he succeeds on a roll of 5+. This card is *not* discarded, the spell can be repeated in the next magic phase. Due to the Crimson Count's magical nature, any attempts to dispel this spell are at -2.

[Additional Grey spell:

"Grey Mist" 4+

*The wizard fills an ancient ivory pipe with strange herbs, lights it and starts smoking. Soon a grey misty miasma bellows forth and starts filling the surroundings with a wet grey opaque mist.*

For the mist use the Fog template (size Chaos terrain), which

-gives a certain deviation when a ship touches the fog template, roll a die:

- 1 the crew is totally lost, movement stops after 1" move into the fog
- 2-3 make a 2" turn to the right
- 4-5 make a 2" turn to the left
- 6 stay on intended course (normal movement)

-cannot be shot through (blocking line of sight) and

-makes aiming harder a short range: If inside the cloud you are only allowed to attack ships within 1"

The ship carrying the wizard who produced the mist may move unhindered (but shooting is still only allowed within 1" when in the mist).

At the end of this game turn, the mist dissolves with a 1 on a die roll. In the turn thereafter at 1-2, thereafter at 1-3, thereafter at 1-5, in the fifth turn automatically.]

**Cost:** 175pts for "L'Albatros and the Crimson Count.

6 battle honours for the L'Albatros, 3 battle honours for the Crimson Count.

As Man o War the "L'Albatros can be equipped with Man o War rewards. It does not come with a free Man o War reward, even if being the only Man o war in a Pirate fleet.

There is only ever one Crimson Count in play.

#### Ally table:

**YES:** Norse, Elves, Dwarves, City States  
(if going with any of these allies against Bretonnia, then treat as Maybe)

**MAYBE:** Empire, Bretonnia, Orcs

**NO:** Dark Elves, Chaos Dwarves, Chaos, Skaven

#### Pirate allies:

**YES:** Schmidt's Renegades, Long Drong with the "Fair Fregar"  
Klaus' & Hargrim's Lads, The Beastmaster of Bilbali  
(if going with any of these allies against Bretonnia, then treat as Maybe)

**MAYBE:** Harkan & Kruduk's Black Oath fleet

**NO:** Darius 'Wild Dog' Corso with the "Recrant"



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