

The Mysterious Marauder

The haughty leader of the cabal, just having been in concentrated trance, drew himself up to a regal bearing, and pointed with a sweeping movement to the rolling sea in north-western direction. "Lord Captain, we have conjured thee the mighty Gargantuan. It should soon surface and be to your service." With a gracious stride he moved to the magicians quarter, wasting no further glance on the crew, which he considered not even worth the effort of looking down to them. "Look-out, keep ye' eyes open" bellowed the boatswain up to the crow's nest.

A few moments later the look-out cried "Sighted!...but wait..." only to get white as chalk and stumbled "the Mmamamau" "Speak out loud and clear, damn it", bawled the boatswain, but one old white haired sailor, hard squinting over the rail, whispered "By Sigmar, we are truly doomed, it is the Marauder!"

At once hell broke loose, most men scrambled for the lifeboats, while a group of other, screaming "our turn of service was almost over", grabbed their axes and stormed towards the magician's quarters.

A rarely encountered oddity on the sea, not much is known about the Mysterious Marauder. One reason is the fact that few ships survive an attack of the Marauder. Furthermore it is completely immune against magic and thus scrying. Therefore thus nobody knows its real size, nor even what kind of beast it really is. A number of mages opine that it can be mistakenly aroused when conjuring a beast from the depths – others dispute this as ridiculous, mages after all know their business and do not conduct random mistakes! Judging from the fin, the only part ever breaking the surface, experienced sailors say, it must be a truly massive being. However, some mages argue, it is only its aura, which makes it seem so extraordinarily big. Indeed, it seems to spread a wave of fear, when it moves in a determined line towards its intended prey...

Rules

Appearance:

If a spellcaster is trying to summon a sea monster and a natural one is rolled, the player throws the dice one more time: On 3-6 nothing more extraordinary happens, however, if he obtains 1-2, the spellcaster actually has disturbed a Marauder in the sea's bottom by mistake. Place the Marauder model on the still face down sea monster template.

Roll a dice: On 1-4 the Marauder attacks the nearest (ship) model of the player, on 5-6 the nearest (ship) model from the opponent.

Note, that in the next round, the original monster still can be conjured at the templates place.

Attack:

On the first attack on one target the aura of fear effects the sailors: Roll a dice for every crew counter, on a roll of 1 they abandon ship. The Marauder then continues with a ramming attack: Roll to hit. If hit, roll a waterline save. If save failed, roll for damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts of waterline damage.

The next and the following rounds it will only ram that particular target.

Note that the Marauder will attack this target until it is sunk, even if the ship is abandoned.

If the target is sunk, the player of the target ship rolls a dice: On a result of 6 the Marauder disappears again into the depths. Otherwise it attacks the next ship (measure direct distance), it cares not about which side this ship belongs to. Roll again for aura of fear for that target.

After this respective target is sunk, roll a dice, the Marauder disappears on 5-6. Choose next nearest ship.

After this respective target is sunk, roll a dice, the Marauder disappears on 4-6, and so on.

The Marauder disappears latest after having sunk the fifth ship.

Point cost	not applicable, as it cannot be bought, would be 100 pts
Move rate	2dice
Wounds	3
To hit	4-6
Saving throw	4-6
Battle honours	4
Special:	Aura of fear: with first attack on one particular target: roll a dice for each crew counter, lost on a roll of 1 Ramming: waterline save, damage 1/2/3 waterline.

The Mysterious Marauder is banned by Triton only on a roll of 6.

Design notes:

Neutral element, which is not too strong, making conjuring a bit more risky. It appears with a chance of 1/18 in a certain round where someone attempts to conjure. If the second role is changed to 1 vs. 5-6, then with a chance of 1/36. It should absolutely not appear every battle, but not be too seldom either.

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