

Merchant Caravans

Money. There are three ways to gain it – inherit, steal or earn. Earning it is the most honourable means, since no one who has spent a life working hard is begrudged any comforts on their

deathbed. But how it is earned is another matter! For some, a long life spent toiling for pittance is a life wasted and they seek ways to gain affluence more rapidly. For opportunists the chance to make a lot of money in one go, is too much to pass up.

Blackguards attach themselves to merchant caravans travelling towards distant lands to line their pockets. Sometimes the destinations are to Lustria or the Southlands, ship-bound for the best part. When the journey remains on land their destination lies in the far eastern lands of Ind and Cathay, lands shrouded in myths and legends, tall tales and rumours. From these lands a merchant can make their name and fortune in a single journey, if they survive.

For between the Old World and traders paradise lay the Dark Lands and the Mountains of Mourn, realms where lives fall at the mercy of the environment, where the predations of natural creatures are lethal beyond imagination, where the dead roam eternally, where bands of pillagers seek to replenish supplies, where death awaits the unprepared and the bone idle. Even the largest caravans are in peril every minute of every day they travel. Safe havens are few and far between and only deemed safe as long as you have the coin to pay for their protection.

Only one in every ten caravans fulfils a successful destiny. Because fortunes can be made from an individual venture, the risk is more than equal the reward, if not lessened. A greedy merchant will not stop at one expedition, when in returning there is an expectation of further and greater profit. That so many would gamble their lives time and again speaks

volumes of the wealth to the East.

Even when alongside an army of sell-swords who drain the purse to protect the investment, the lure is more than enough for an Arabyan trader or one of those racketeers from Marienburg. Each trip may take years to complete but the Silk Road remains open for anyone wishing to use it.



Since the Tilean brothers Ricco and Robbio opened this dangerous yet lucrative trade route, it has attracted the most daring or foolhardy of merchants regularly. Each of them dreaming of the golden realm that lies beyond the horizon. The wastes are littered with the tattered and broken remnants of those who failed, a warning that their folly ca

at too high a price.



Special rules

Merchant: The Merchant is the warband's *leader* (any Warrior within 6" of him may use his Leadership when taking Ld tests) and the one who is in charge of the business. If the Merchant leaves the caravan (e.g. dies permanently through Serious Injuries), a new *leader* is determined as normal.

The new leader gets the *Merchant* special rule, allowing him to choose new skills from the Merchant's special skills section. The model counts as a Merchant for all purposes just as the previous Merchant used to. If no model in the warband is allowed to become the *leader*, an Apprentice must be bought as soon as possible to become the *leader*.

Trade: Instead of searching for rare items the Merchant may sell a rare item that has been stored in the Trade Cart during the preceding battle. This must be done before Heroes of either warband search for rare items.

Roll a D6 to determine how many gold coins the Merchant would get for the item.

D6	Gold coins
1-2	Half the item's basic price
3-4	The item's full basic price
5-6	Full plus half the item's basic price

Note that the Merchant may decide whether he wants to sell the item for that price or if he wants to try again after the next battle. This can be combined with the *wholesale* skill to sell up to D3+1 items each game.

Open for Business: All players may choose to send any of their Heroes to the Merchant instead of having them search for rare items. A Hero doing so may buy one item from the warband's stored equipment if the players can agree on a price (including exchange deals with items and Treasures). Instead of buying an item a Hero may also go to the Merchant to sell any one item (rare, common, magical, treasure counters) to him. If players cannot agree on a price no deal is closed and the visit is wasted.

Rarity: Any rare item that is reduced to Rare 2 or below by the Trade Wagon's *Reputation* rule, the *Streetwise* skill etc., can be bought as Common items.

Hired Swords: Merchant Caravans may hire every Hired Sword that is available to Mercenary warbands.



Choice of warriors

A Merchant Caravan must include a minimum of three models. You have 600 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 12.

Merchant: Each caravan must have one Merchant – no more, no less!

Apprentice: Your warband may have one Apprentice.

Knights Vanguard: Your warband may include up to two Knights Vanguard.

Magician: Your warband may have one Magician.

Sell-swords: Your warband may include any number of Sell-swords.

Marksmen: Your warband may include up to five Marksmen.

Blackguards: Your warband may include up to three Blackguards.

Trade Wagon: Your warband must include one Trade Wagon.

Starting experience

A **Merchant** starts with 20 Experience.

An **Apprentice** starts with 0 Experience.

Knights Vanguard start with 8 Experience.

A **Magician** starts with 8 Experience.

All **Henchmen** start with 0 Experience.

Characteristic increase

Merchants and their retinue are humans and so use the Human maximum profile.

Merchant Caravan equipment list

The following lists are used by Merchant Caravan warbands to pick their equipment.

HERO EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Sword	10 gc
Rapier	15 gc

Missile Weapons

Pistol	15 gc (30 gc for a brace)
Duelling pistol	30 gc (60 gc for a brace)

Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Helmet	10 gc

Miscellaneous Equipment

Cathayan silk cloak	40 gc
Warhorse*	40 gc
Trade wagon**	180 gc

*Knights Vanguard only

**Note that a starting warband must always include one Trade Wagon!



HENCHMAN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Pike*	10 gc
Halberd*	10 gc

*Sell-swords only

Missile Weapons

Crossbow	25 gc
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Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Helmet	10 gc

CATHAYAN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club	3 gc
Sword	10 gc
Double-handed weapon	15 gc
Katana	20 gc

Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Helmet	10 gc

Merchant Caravan skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Merchant		✓	✓			✓
Apprentice	✓	✓	✓		✓	
Knights Vanguard	✓			✓	✓	
Magician			✓		✓	

Heroes

1 Merchant

50 gold crowns to hire

Only the bravest – or most greedy fools – among merchants travel north to trade with the barbaric Norse tribes that dwell in the icy wastes. Others risk their lives on the Silk Road before reaching the safe haven of the Sentinels. From this trading post the road forks. The Spice Route leads south to the Land of a Thousand Gods. The Ivory Road leads on east through uncountable dangerous tribes of warring Marauders and Hobgoblins, not to mention the many terrors encountered in the Ogre kingdoms.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	3	3	1	3	1	8

Weapons/Armour: The Merchant may be equipped with weapons and armour chosen from the Hero Equipment list.

SPECIAL RULES

Merchant: A Merchant is always the warband's *leader*. Refer to the special rules for when using a *Merchant*.

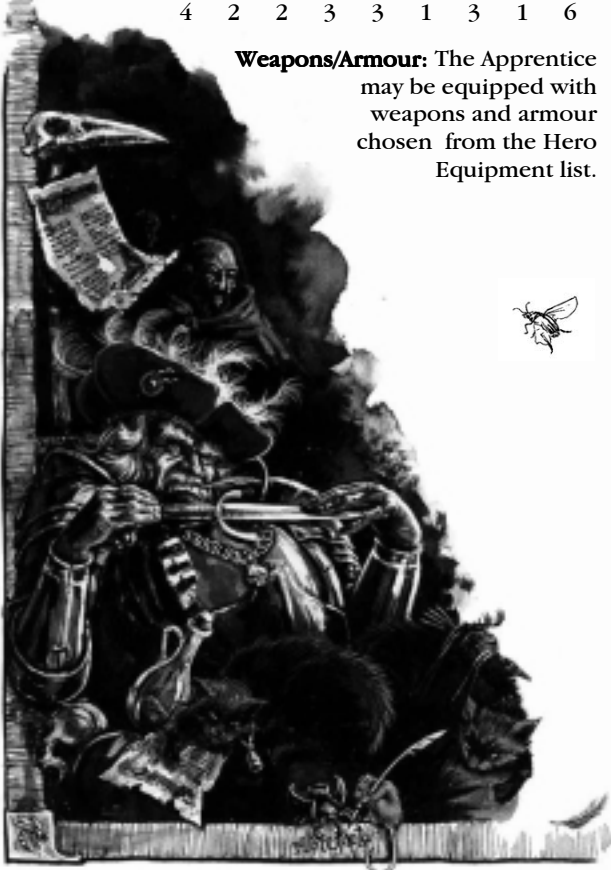
0·1 Apprentice

15 gold crowns to hire

Less than desirable duties must be diligently fulfilled during an apprenticeship with a merchant – packing mules, carrying crates or driving the wagon.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	6

Weapons/Armour: The Apprentice may be equipped with weapons and armour chosen from the Hero Equipment list.



0·2 Knights Vanguard

45 gold crowns to hire

Serving as the vanguard for a merchant's escort are former knights. Imperial's, Bretonnian's who used to own land and servants of their own, or ronins from the east. Nipponese and Cathayans alike will fight for fair pay in the service of merchants. All are well travelled enough to be equipped with the finest arms forged by the swordsmiths of Grand Cathay.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	4	1	7

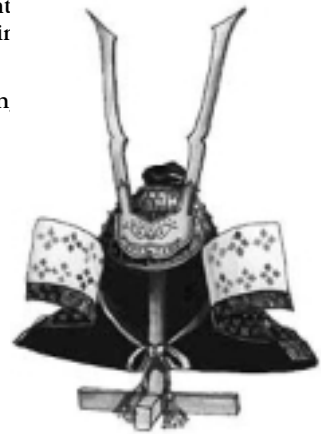
Weapons/Armour: Knights Vanguard may be equipped with weapons and armour chosen from the Hero Equipment list and the Cathayan Equipment list.

SPECIAL RULES

Lightning Reflexes: If the Knights Vanguard is charged he will 'strike first' against those that charged that turn. As the charger(s) will also normally 'strike first' (for charging), the order of attack between the charger(s) and the Knights Vanguard will be determined by comparing Initiative values.

Ride Warhorse: The Knight Vanguard is trained in riding Warhorses.

Hirelings: The Knights Vanguard is a hireling, paid by the Merchant and therefore can never become the warband's *leader*.



0·1 Magician

40 gold crowns to hire

Often warlocks, alchemists and sorcerers seek the protection of an influential merchant to escape the stakes of the fanatical Witch Hunters. As part of his escort they secretly continue their forbidden studies incognito. Opportunities arise to test the results of their ability on the raiding creatures of the Wastes.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	4	1	8

Weapons/Armour: The Magician may be equipped with weapons and armour chosen from the Hero Equipment list.

SPECIAL RULES

Wizard: A Magician is a wizard and uses Lesser Magic. See the Magic section in the Mordheim rulebook for details.

Hireling: The Magician is a hireling, paid by the Merchant. He can never become the warband's *leader*.

Henchmen

Sell-swords

25 gold crowns to hire

Well aware of the attraction his caravan holds for highwaymen and raiding parties, the merchant keeps bodyguards. These roguish adventurers ensure that both the goods and their paymaster survive the journey undamaged. Sell-swords are the unfortunate scoundrels that earn their living as caravan escorts.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: Sell-swords may be equipped with weapons and armour chosen from the Henchman Equipment list.

0.5 Marksmen

30 gold crowns to hire

The marksmen from Tilea are well renowned for their excellent skills in the use of crossbows.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	4	3	3	1	3	1	7

Weapons/Armour: Marksmen may be equipped with weapons and armour chosen from the Henchman Equipment list.

0.3 Blackguards

35 gold crowns to hire

In the outer Cathayan cities a wealthy foreign trader is showered with offers from fortune seeking outcasts. These mercenaries who dream of leaving their homes for wealth and fame bring strange weapons and fighting styles with them to join the merchant caravan.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: Blackguards may be equipped with weapons and armour chosen from the Cathayan Equipment list.

SPECIAL RULES

Strongman: Blackguards are capable of great feats of strength. They may use a double-handed weapon without the usual penalty of always striking last. Work out order of battle as you would with other weapons.

Unreliable Hirelings: Blackguards are only hired by the Merchant to serve him by protecting his cargo. They are not much trusted or granted with any responsibilities. Therefore they may never become Heroes. Re-roll all results of 'The lad's got talent' for them.



Merchant special skills

Merchants may choose to use the following skill list instead of the standard skill lists.

bribery

Whenever the warband has to take a Rout test, the Merchant may talk his hirelings into staying a little longer and face the danger. He may immediately pay 5 gc per non-Hero warband member (including Hired Swords!) still in the game. If he does, *one* member taken *out of action* already, does not count for Rout tests. If after that a Rout test is still required, test as normal. This skill may be used as many times as required so long as the coffers aren't empty!

Dubious income

The Merchant has set up an underground business that proves to be quite profitable. After every battle in which the Merchant was not taken *out of action* he may choose to use this skill before the trading phase (i.e. before any gold is spent). If he does, he must pass a Ld test. If the test is successful, the warband receives one gold coin per Experience point the Merchant has. If the test is failed, the warband loses up to the same amount of gold coins.

wholesale

The Merchant is known for buying items in greater numbers and so is especially welcome at the other merchants. He may search for D3+1 rare items after each battle instead of one item only (if he was not taken *out of action*, of course!).

Deal breaker

When trying to sell items through the *Trade* special rule, the Merchant gets a +1 bonus on the roll to see what the item would fetch.

connected

The Merchant knows many retailers and ways of getting hold of rare items. Instead of searching for rare items as normal he may visit the local black market and its fencers. If he does, he may search for items from the following table, applying the normal rules.

Item	Cost	Availability
Dispel Scroll	50 + 4D6 gc	Rare 12 <i>see Mordheim Annual 2002, p. 31</i>
Lesser Artefact	200 + D6x15 gc	Rare 16 <i>roll on the Lesser Artefacts table</i>
Magical Artefact	350 + D6x25 gc	Rare 18 <i>roll on the Magical Artefact Table from the Mordheim rulebook, p. 141</i>
Magical Scroll	100 gc	Rare 14 <i>roll on the Lesser Artefacts table</i>

Note that though the Merchant may buy items using the table above he can never sell them back again (and must hope for other players to be interested in them).

Special equipment

trade wagon

180 gold crowns to buy

Availability: Common, Merchant Caravans only

The many vulnerable items such as Cathayan jewels, spices and silk cloths are stored in the Trade Cart.

Profile	M	WS	BS	S	T	W	I	A	Ld
Cart	-	-	-	-	8	4	-	-	-
Wheel	-	-	-	-	6	1	-	-	-
Draft Horse	8	1	0	3	3	1	3	0	5

SPECIAL RULES

Wagon: The Trade Wagon is a wagon and so follows all rules for Wagons (see *Empire in Flames Supplement*, p. 30–33). The cost of the Trade Wagon includes two draft horses. Remember that one model from the warband needs to act as the wagon driver.

Storage: All the warband's stored equipment and treasures are stored inside the Trade Wagon. Note that this does not include the warband's gold crowns.

If the Trade Wagon is destroyed, all the warband's stored equipment and treasures are lost. Until a new Trade Wagon (or Stage Coach, if the player wishes) is bought, equipment cannot be stored. Any treasures gained after a battle are lost if they are not sold before the next game.

Reputation: For every five different rare items stored inside the Trade Wagon the Merchant gets +1 to his rolls for finding rare items.

Abandoned: If the warband fails its Rout test and no model is driving the Trade Wagon then it is abandoned. The wagon falls into the winning warband's hands. They may choose to steal the contents, to keep the wagon for themselves if

allowed to (treat as Wagon or Stage Coach) or agree to cut a deal (using the ransom rules in *Captured* from the Serious Injuries chart on page 119 of the Mordheim rulebook) with the Merchant.

A warband capturing a Wagon from a Merchant Caravan may not search for rare items following the battle, unless every model from the Merchant's warband was taken *out of action*, as word of it spreads and they are avoided by the fearful local traders.



pike

10 gold crowns

Availability: Rare 8, Merchant Caravans only

A Pike is comparable to a spear, though its length exceeds the one of a common one. The Tileans use them in their civil wars, and with the silk road they came to the outer border towns of Cathay.

Range	Strength	Special rules
Close Combat	As user	Two-handed, Strike first

SPECIAL RULES

Two-handed: A model armed with a pike may not use a shield, buckler or additional weapon in close combat. However it gets an additional +1 armour save bonus against ranged attacks if it carries a shield.

Strike first: A warrior with a pike strikes first in the first turn of a hand-to-hand combat. For that turn he gains +1 Initiative representing the pike's long shaft that allows him to attack even before the enemy reaches him.

