

"Many Bargains, Much Cheapness!"

"Fifty crowns you say?" Malik looked up from his inspection dubiously. In the thick shadows of the room, his 'business partners' were half-lit silhouettes.

"You know my price merchant," came a sibilant response.

The shadow figure lurched forward in his chair. He was sat some distance from the table upon which a number of swords, axes and other weapons rested.

"Estalian steel," he pressed. "Fine quality." The last part was a hiss, the wan light of the lantern catching the shining saliva on a forked tongue, etching a black outline of a grotesque face, misshapen and bulbous.

Malik assumed Kbalzak the Mutant always dealt in the shadows, his deformities doubtlessly attracting unwanted attention from the Cabal.

"I am unsure of the quality," Malik dared, acutely aware of the shifting forms of figures in the oily background.

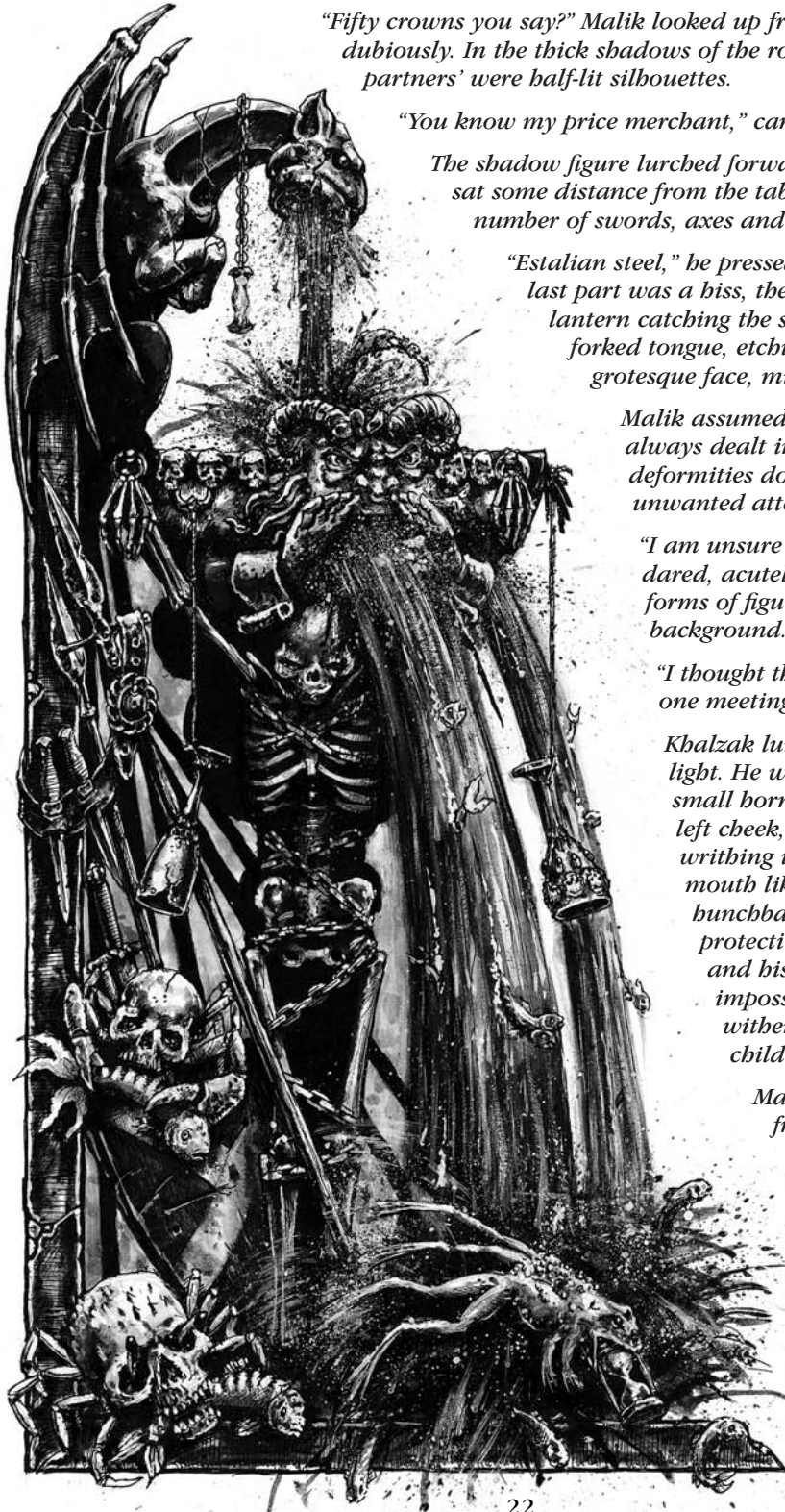
"I thought this was to be a one-on-one meeting," he stated calmly.

Kbalzak lurched directly into the light. He was disgusting. Two small horns protruded from his left cheek, his forked tongue writheing in the cavity of his mouth like a tentacle. He was hunchbacked, stooping protectively over the blades and his right arm was impossibly small, wasted and withered like a pox-ridden child's.

Malik shifted back slightly from the horror, careful to mask his intent.

Grim-faced thugs emerged into the corona cast by the lantern, faces daubed with the sigils of the ruinous powers.

"I lied," Kbalzak admitted, his tone



Merchant Hired Swords in Mordheim
By Nicodemus Kyme

edged with malicious finality.

Khalzak was scant inches from Malik; his breath held the stink of rotten meat.

Malik now leaned forward, a glint in his eye.

"So did I," he whispered.

There was the sound of leather on metal and a flash of silver. Scants seconds later the room exploded into violence.

Malik, crouched beneath the table, listening to the sound of crashing steel above him. He had contrived the hiding place as soon as the battle began. He was a businessman not a warrior and had no wish to be spitted on Khalzak's blade.

The mutant had other ideas.

Panic filled his stomach as Malik's wooden barrier was torn away, splinters falling like rain as Khalzak smashed it aside, the payload crashing on stone with metallic resonance.

"You'll pay for this!" he swore, bringing his blade down in a death arc.

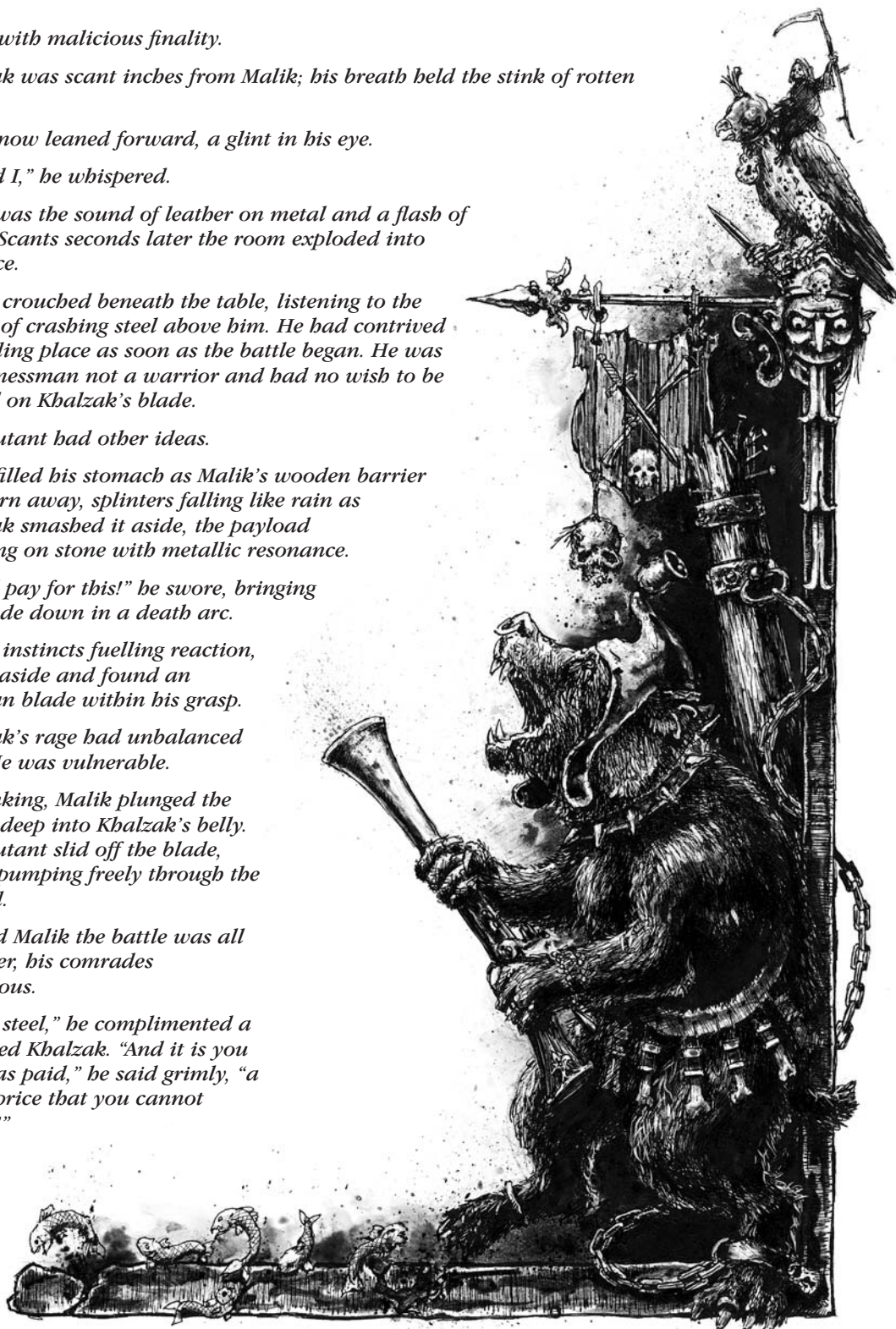
Malik, instincts fuelling reaction, rolled aside and found an Estalian blade within his grasp.

Khalzak's rage had unbalanced him. He was vulnerable.

Unthinking, Malik plunged the sword deep into Khalzak's belly. The mutant slid off the blade, blood pumping freely through the wound.

Around Malik the battle was all but over, his comrades victorious.

"Good steel," he complimented a stupefied Khalzak. "And it is you who has paid," he said grimly, "a bitter price that you cannot afford!"





Arabian Merchant



20 gold crowns to hire
+ 10 gold crowns upkeep

From the lands of eternal desert they come, crossing the sea to reach the Empire, in search of the city spoken of in frightened whispers and imagined in childhood nightmares; Mordheim – City of the Damned.

Not all hirelings are warriors and the merchants of Araby are not known for their martial prowess. Rather they are advisers, treasure seekers and collectors of the arcane. Found within the shady bazaars of seldom trodden streets and darkened taverns, they have an uncanny knack of finding the best equipment for the best price, tapping into the vein-like underworld network of black markets and foreign traders providing for any would-be adventurers.

Experts in treasure and antiques, they seek their own fortune in the forgotten artefacts buried deep beneath the city but require a warband's protection. Reciprocal then is this relationship. Although keen to avoid conflict, their employers' keep them close at hand, as a smooth talking merchant is not to be trusted when treasure and glory is at stake...

May be Hired: Any good aligned warbands may hire an Arabian Merchant (ie, Mercenaries, Dwarfs, Witch Hunters, Tomb Raiders, etc)

Rating: An Arabian Merchant increases the warband's rating by +10 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Merchant	4	2	2	3	3	1	4	1	7

Equipment: Scimitar (counts as a sword).

Skills: A Merchant may choose from Academic skills when he gains a new skill (he also has his own special skills that he can choose – see below).



SPECIAL RULES

Haggle: As in the Academic skill in the rulebook.

Pawnbroker: The Merchant is skilled in finding the best price for sold items and as such gains an extra 2D6 gold per item that the warband sells (up to its full value) if he was not taken out of action in the battle.

Marketeer: The Merchant has many useful contacts in the black market underworld and foreign traders to locate many special items. After each battle (if he wasn't taken out of action) the Merchant can visit one of three markets: the Black Market, Foreign Wares and the Fencer, in search of items for the warband. Roll a D6 on the relevant table to see what items are on offer.

Black Market

A den of thieves and underworld brigands the black markets of Mordheim sell and procure all manner of illicit substances and are regularly frequented by the infamous members of the Assassins guild...

D6	Items
1	Nothing available.
2	Dark Venom or Black Lotus (D3 doses)
3	Crimson Shade (D3 doses)
4	Mandrake Root or Madcap Mushrooms (D3 doses)
5	Stiletto Blade (need 'Weapons Training' to use) +1 attack per turn at -1 strength.
6	Blow Pipe (need 'Weapons Training' to use)



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Foreign Wares

Traders from across the seas can be found in the shady taverns and street corners on the outskirts of Mordheim. They have many exotic and wondrous items for sale, but at a hefty price...

D6 Items

- 1 Nothing available.
- 2 Venom Ring (see TC 18)
- 3 Lamp of the Djinn or Monkey's Paw (see TC 17)
- 4 Magic Carpet or Tufenk (see TC 17)
- 5 Elven Cloak
- 6 Cathayan Silks



Fencer

Fencers have an eclectic range of items 'procured' from sources best left unspoken. Offered at incredible prices, traders should be wary for their word is not their bond and such items are often 'flawed'...

D6 Items

- 1 Halfling Cook Book
- 2 Ithilmar Weapon
- 3 Gromril Weapon
- 4 Tome of Magic
- 5 Hunting Rifle or Elven Bow
- 6 Brace of Duelling Pistols



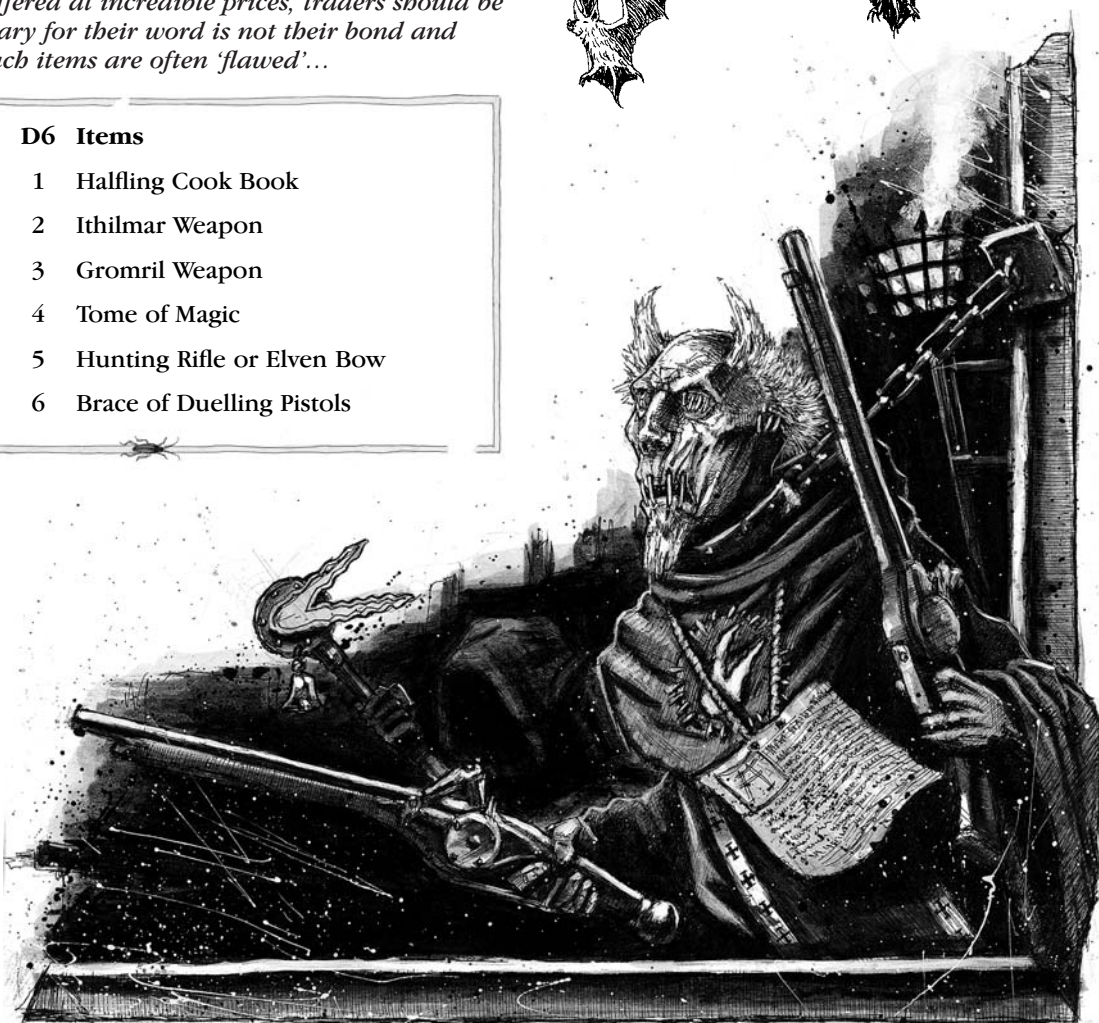
All the items purchased through the Merchant's market contacts are at their base price (ie, do not add the random gold modifier for items). All items bought from the Fencer are also at half price but after the item is used once roll a D6. On a roll of 1, the item breaks and is useless – an elaborate fake!

Merchant Skills

Stone Cutter: The Merchant has the skill to refine wyrdstone shards to increase their value. Whenever a warband sells its wyrdstone the Merchant may try to refine the source. Roll a D6 to discover how much additional gold the wyrdstone is worth.

D6 Gold

- 1-2 Lose 2D6 gold crowns.
- 3-5 Gain 2D6 gold crowns.
- 6 Gain 3D6 gold crowns.



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Guardian: The Merchant has 'acquired' a bodyguard to protect from harm in the coming battles. The bodyguard will only protect the Merchant and cannot fulfil warband objectives or search, loot or any function other than protecting the Merchant and as such will remain within 1" of the Merchant at all times. The bodyguard doesn't gain experience and isn't paid (it is assumed he has been 'gifted' to the Merchant as a favour from one of his contacts).

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

Equipment: Sword, light armour, shield and helmet.

SPECIAL RULE

Intercept: the bodyguard will intercept any model shooting at or charging the Merchant. Any attacks will be directed at him and if charged place the bodyguard in front of the Merchant to protect him. The bodyguard will not charge unless the Merchant also charges and cannot intercept an attack if already engaged in combat.



Merchant



This model is part of the main range to be bought in a blister pack from our stores, but you can also order this model from Mail Order.

For order details and prices contact Mail Order below.

Mail Order: UK 0115-91-40 000 USA 1-800-394-GAME CANADA 1-800-GW-TROLL AUS 02982 960606
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