

The Salesman

"Waiter, an ale please. Actually, I'm simply glad to be alive! Really. You see, I visited this inn, up by the market place. A little like this establishment... the ale was no quite as good as this, but close. Well, I saw something you wouldn't believe..."

The inn was full of real low-lives. Not like the fine fellows you've got here; I mean REAL SCUM!

Anyway, I'm sitting there and in walks the biggest salesman I have ever seen! Big as ships. Like the ones here at the docks. The salesman fellow walks right up to the bar. He's carrying a big case, and he sits it down beside him as though it were his trusted hound. So this fellow orders a drink and starts talking to the innkeeper, to the customers, those unsavoury characters I mentioned, and he says something that upsets them. Something like... like: "half now, half on delivery. Whatever it was angered those people something terrible. They started pulling knives, swords, crossbows, starting some trouble.



So the salesman leaps from the bar, snatches up his case and he dives in! Just dives right in! I don't know what he did down there, but he came back up with the biggest hand bow I have ever seen. It was judgement day in there! I was frozen stiff! All I could do was watch while this, this thing took the inn apart! Nobody was alive when the salesman had finished his bloody work...

I heard, he's coming this way..."

Nobody exactly knows his name or where he came from. Some say that he was once a estalian Nobleman, tricked by a Marienburger merchant. He lost his title and all his possessions to that merchant and since that time the Salesman is looking for the merchant. He hunted him throughout the whole old world, leaving a bloody trail on his way. There are rumours that the Salesman has been seen in the Twisted Goat inn...

Hire: It costs 90 GCr. to hire the "Salesman"

May be hired: Human Mercenaries (Reiklanders, Tileans, Averlanders etc.), Kislevites, Witch Hunters, Sisters of Sigmar, Dwarf Treasure Hunters

Rating: The Salesman increases the Warband-rating by 60

M	WS	BS	S	T	W	I	A	Ld
4	4	6	4	4	3	5	3	9

Weapons/Armour: two Crossbow-pistols, a Blunderbuss, a Sword and a knife a large case

Skills: Dodge, Eagle Eyes, Jump up, Lightning Reflexes, Nimble, Pisolier, Quickshot,

Special Rules:

Bad Reputation: The "Salesman" has a bad reputation and even the bravest warriors get chalk-white faces when they hear of him. He therefore causes Fear in his enemies.

Pisolier extraordinaire: The "Salesman" is able to fire and reload his crossbow pistols so fast that he is allowed to fire them 6 times per round.

Case: The "Salesman" uses his large case in which he stores his weapons as cover. For game purposes he always counts as being behind light cover.

Wanderer: The "Salesman" never stays longer than one battle with a warband. You must fight another one without him until you are allowed to hire him again.