

The Emporium

Prior to the war, the dwarves of Luftgilt's Trade Emporium traded with nearly every major city under the sun. Caravans full of furs, wines, spices and oils would trek back and forth between the lands of men, elves and even orcs. The coffers were kept full and the caravan masters received a handsome cut of the profits.

With the war came a change in the cargo. Chain shirts and swords replaced the furs and wines, medicine and blankets became more valuable than spices or oils. The caravan masters kept plying their trade, but kept one hand on the hilt of their swords.

As the situation worsened, grim news began to reach the guild headquarters of caravans looted for their cargo and of guilders being executed as spies. The guards were doubled and trebled to no avail. Finally the war came to the guild itself. The mighty trade-house of Luftgilt's Emporium came under siege as the arch-mages coveted the arcane merchandise and trade goods within.

Seeing no hope for victory, Luftgilt sent out a message to the remaining caravan masters, thanking them for their long service and freeing them of any obligations. Defiant to the last, Luftgilt took to the ramparts surrounding the Emporium, his loyal servants arrayed in the finest arms and armour ever seen.

With the wars end, some few of Luftgilt's former servants seek to renew their trade, bringing goods to where they can do the most good and keeping the name of their prior business as a sign of respect to their patriarch.

Faction Rule: Artisan Wrought - Whenever a Warrior with this rule fails a Strike, Shoot or Resist action by exactly one degree of failure, they may take a Faction test. If the test is successful, they count as having succeeded on the Strike, Shoot or Resist test with zero degrees of success. This ability can only be successfully used once per turn per Warrior.

Faction Spells (5 points per spell):

Free Trade - Range 12" - Enchantment - Warriors from the same warband as the caster may move past and through this Warrior without penalty and without being locked in combat.

Trade Route - Range 6" - Summoning - Place a 6" long by 1" wide Trade Route marker on the table. Friendly Warriors moving into contact with the marker may immediately move to one end of the marker for free and then continue their move action.

Tolls and Duty - Range 12" - Enchantment - This Warrior receives -1 on all tests that target Friendly Warriors.

Wagon Laager - Range 6" - Summoning - Place a 5" diameter Wagon Laager marker on the table. Any Friendly Warriors completely within the marker count as being in cover for all Shoot actions targeting them.

Guilder's Seal - Range 12" - Damage (ranged) - If an Enemy Warrior successfully resists this spell, they must take an immediate Resolve test. If the test is failed, they drop any objective markers they are carrying and then move 3" directly away from the caster.

Faction Skills (5 points per skill):

Caravan Guard - Once per turn, when a Friendly Warrior is Taken Out, this Warrior may make one free move directly towards that Warrior.

Commanding Presence - Friendly Warriors within 3" of this warrior gain +1 Faction when taking Resist tests.

Pathfinder - Friendly Warriors who begin the game within 6" of this warrior gain +1 Movement for the first turn.

Accountant - Whenever another Warrior within 6" would gain a Focus modifier, this Warrior also gains a Focus modifier.

Equipment:

Emporium warriors may take any of the following:

Arquebus – 6 Points – 24” Range – Double Handed, +1 Accuracy modifier.

Dynamos

No more than one of each Dynamo may be taken per warband. Only non-beast Specialists and Characters may select a Dynamo. Each Dynamo costs 5 points. Each Dynamo generates a Dynamo modifier that may be used on specific actions, reactions or tests. Each Dynamo can have no more than a +3 modifier at any time. The entire modifier must be used on the next action, reaction or test which it can be applied to. Modifiers carry over from turn to turn if not used.

Ferngor's Magical Enhancer – Whenever a Warrior within 6” successfully performs a Cast action, this Warrior gains a +1 Dynamo modifier that may be used on Cast actions or Resist tests against Cast Damage actions.

Helbran's Friction Capacitor – Whenever this Warrior performs a Move action, it gains a +1 Dynamo modifier that may be used on Agility tests or to increase the distance of a Charge by 1” per point of modifier.

Percivel's Kinetic Accumulator – Whenever this Warrior successfully resists a Strike, Shoot or Cast Damage action, it gains a +1 Dynamo modifier that may be used on Strike actions or Counter Attack reactions.

Luftgilt's Temporal Speculator – When this Warrior is the first member of it's warband to activate in a turn, it gains a +1 Dynamo modifier that may be used on any reaction. When this Warrior is the last member of it's warband to activate in a turn, it gains a +2 Dynamo modifier that may be used on any action.

Faction Warriors

An Emporium warband may contain the following:

0-6 Regulars

0-4 Specialists

1-3 Characters

Craftsman – Regular - 12 points

Move	Body	Agility	Fight	Resist	Guts	Faction	Magic
3	1	8+	7+	7+	7+	7+	X

Trade Guard – Specialist – 21 points

Move	Body	Agility	Fight	Resist	Guts	Faction	Magic
3	1	8+	7+	6+	6+	6+	X

Trade Guards may select +1 Body for 5 Points.

Iron Guardian – Specialist – 38 points

Move	Body	Agility	Fight	Resist	Guts	Faction	Magic
3	3	10+	6+	6+	5+	7+	X

Unliving

Iron Guardians may select +1 Body for 15 Points.

Engineer – Character – 22 points

Move	Body	Agility	Fight	Resist	Guts	Faction	Magic
3	1	8+	7+	6+	7+	5+	X

Engineers may choose 1 skill from the Faction Skills list (above).

Engineers may select +1 Body for 5 Points.

Dynamos carried by Engineers do not count towards the 'One of each Dynamo per warband' limit, though each Engineer may still only have one Dynamo.

Guilder – Character – 29 points

Move	Body	Agility	Fight	Resist	Guts	Faction	Magic
3	2	8+	6+	6+	6+	6+	X

Guilders may select 2 skill from the Faction Skills list (above) or the Common Skills list.

Guilders may select +1 Body for 10 Points.

Caravan Master – Character – 29 points

Move	Body	Agility	Fight	Resist	Guts	Faction	Magic
3	2	8+	7+	6+	6+	7+	6+

Caravan Masters may select 2 spells from the Faction Spells list (above) or the Elemental Spells list.

Caravan Masters may select 1 skill from the Faction Skills list (above).