



The Lure of Fortune



Black market traders moving 'hot' product, registered merchant houses boasting opulence in quantity, and cut-throat denizens who crawl from their smugglers haunts in the dead of the night to solicit the latest in contraband. Tilean Merchant Princes and Strigany peddlers are likeminded enough to recognise the potential for profit that lies at the end of the Silk Road..

Warbands: Merchant Caravans, Maneaters, Chaos Dwarfs*, Norse Explorers, Shadow Warriors, Dwarf warbands, Pirate warbands and Mercenary warbands may choose this objective.

No Alliance with: –

Objective progress

+1 Playing a Scenario. Whenever the warband plays a scenario it gets +1 CP.

+1 Winning a Scenario. If the warband won the battle, it gets +1 CP.

+D6 Enterprise Expanded. Whenever the warband introduces an additional coach or wagon to its land train during the campaign, it gets +D6 CP. Replacing destroyed or lost wagons does not count.

+1 Riches Accumulated. The warband gets +1 CP whenever their amount of stored Cathayan Silk items reaches the following: 3, 6, 9 and 12. Note that each bonus applies only once per warband.

+D3 Chaos Artefact Found. The warband gets +D3 CP for every Chaos Artefact it can get hold of. Note that the bonus applies only once per artefact.

Achievements

CP Achievement

- | CP | Achievement |
|----|---|
| 5 | Land Train: If the warband maintains a Coachman, his upkeep cost is reduced by –1 gold crown for each Cathayan Silk item stored. If the warband does not maintain a Coachman, then a Hero is appointed as the driver and gains the Academic skill <i>Skilled Driver</i> . |
| 10 | Silk Trader: From now on the warband treats Cathayan Silk items as a Common item and ignores the Clothes' variable cost. |
| 15 | Famed Travellers: The warband may pay the upkeep cost when hiring a new Hired Sword instead of the normal hiring fee. The upkeep cost must be paid as usual. |
| 20 | Trading Post: Whenever the warband's exploration dice score a five of a kind you may choose to replace them with "11111" (Abandoned Trading Post). |
| 25 | Volume Discount: The warband may purchase Cathayan Silk items at a discount of –1 gold crown for each piece of Clothes they already have in their storage. |
| 35 | Trade Routes: After lots of travelling the warband has learned some of the best trade routes of the area. In every scenario where there is no given order for setting up the warband the player may choose where they are placed before any other player. |
| 40 | Journey Home: From now on the warband may choose to play the "Journey Home" special scenario. Winning the scenario will cause the warband to win the entire campaign. Note that the scenario may only be played if the warband also has a wagon and the required amount of 12 Cathayan Silks in their storage. For this purpose each Lesser Artefact replaces two silks and each Chaos Artefact replaces three silk items. |



The Black Dwarfs

*This objective is adapted for use by Chaos Dwarfs. A Chaos Dwarf warband is on patrol in search of captives to lock in their Engine of Chaos. Simply replace the Cathayan Silks with Captives and the required Opulent Coach with a Engine of Chaos. In addition replace three of the Achievements as described below.

- | | |
|----|---|
| 10 | Slave Masters: The warband may treat any of their Gnoblar fighters (see Spoils of War) as captives. Captured Gnoblar are imprisoned in the Engine of Chaos and may no longer fight for the warband. |
| 25 | Curse of Stone: As the Sorcerer's body is afflicted by the curse he suffers –1 to Movement. If a Chaos Engineer is with the warband, then a Mechanical Suit can be purchased at the reduced cost of 125 gc. |
| 35 | Turncoat: A minion of the warbands spy network reports back. The warband may hire any friendly Hired Sword that is currently with another warband. Remove the Hired Sword from the originating warband list. If no friendly model is available then choose a non-friendly model. |