

Fan Material for Warhammer Fantasy Roleplay : Caravan Careers

Caravan Guard

The roads and waterways of the Old World are fraught with danger, making the Caravan Guard a vital addition to any trading expedition. When escorting a land caravan, the guards typically ride alongside the wagons watching for bandits; only leaving the caravan to investigate potential ambushes reported by the outrider. On barge duty, the guards remain below deck most of the time, in a constant state of readiness against pirate attacks. Because bandits and pirates prefer to attack easy targets, the job of a Caravan Guard is often rather boring.

Penny-pinching merchants oftentimes include a clause in the Caravan Guards' contracts requiring them to assist with the care of draft animals, or even cleaning duties. In remote areas, Caravan Guards must remain vigilant through cold nights to ensure the safety of their wagon camp. Needless to say, many Caravan Guards depart for more exciting ventures after they've had their fill of travelling.

Note: players who roll Mercenary during character creation may select Caravan Guard instead.

WS	BS	S	T	AG	INT	WP	FEL
+10	+5	+5	+10	+5	-	+5	-
A	W	SB	TB	M	Mag	IP	FP
+1	+2	-	-	-	-	-	-

Skills: Animal Care or Swim, Common Knowledge (The Wasteland or Tilea), Dodge Blow, Drive or Row, Gossip or Haggle, Outdoor Survival or Gamble, Perception, Ride.

Talents: Seasoned Traveller, Strike Mighty Blow or Sixth Sense, Strike to Injure or Hardy.

Trappings: Shield, Medium Armour (Mail Shirt), Warm Coat, Riding Horse.

Career Entries: Bodyguard, Kislevite Kossar, Militiaman, Muleskinner, Outrider, Roadwarden, Soldier, Watchman.

Career Exits: Bodyguard, Caravan Master, Marine, Mercenary, Outrider, Roadwarden, Sergeant, Veteran.

Patrol Boat

The patrol boat is equally suitable as a merchant convoy escort as it is for harbour patrol duty. Measuring 6-8 yards in length, the patrol boat has a shallow draft for increased speed, which also facilitates upstream expeditions. It is propelled either by a small collapsible mast and sail, or by 4-6 oarsmen. The capacity of a patrol boat is 12 people and 1500 units of Encumbrance. Patrol boats are often equipped with a swivel gun (see *Warhammer Companion* page 43) mounted on the bow for intercepting pirates. The patrol boat's instability makes Row or Sail skill necessary, at least for the helmsman.

- Patrol Boat Statistics -		
M	TB	W
4	4	30

Caravan Master

The Caravan Master handles the logistics involved in moving large quantities of men, goods and beasts of burden around the Old World. Merchants employ them so that they don't have to get involved in the day-to-day running of the caravans themselves. The Caravan Master is responsible for the actions, payment, discipline and general well-being of the labourers, guards and muleskinners attached to the caravan. His most important duty however, is to ensure that the goods he carries reach the intended destination, both on time and intact.

Due to the tough life they lead, Caravan Masters tend to be hard men and even harder taskmasters. After all, it's their heads on the block should anything go amiss.

In contrast to this hardness, he must also be shrewd and learned in his letters, so that he may record transactions, pay-rolls and incidents for reporting to his employer.

Whether on land or on the Empire's river ways, it's the Caravan Master who the workers attached to the caravan fear the most.

WS	BS	S	T	AG	INT	WP	FEL
+15	+10	+5	+10	+10	+15	+10	+15
A	W	SB	TB	M	Mag	IP	FP
+1	+4	-	-	-	-	-	-

Skills: Animal Care, Common Knowledge (any two of: The Wasteland, Tilea, Kislev or Bretonnia), Command, Drive or Row, Gossip, Haggle, Intimidate, Navigation, Perception, Read/Write, Ride or Swim, Sail or Outdoor Survival.

Talents: Orientation or Super Numerate, Seasoned Traveller, Street Fighting, Streetwise or Very Resilient.

Trappings: Hand Weapon, Medium Armour (Mail Shirt & Leather Jack), Ledgers and writing kit, 25 gc.

Career Entries: Boatman, Burgher, Caravan Guard, Coachman, Ferryman, Marine, Mercenary, Muleskinner, Navigator, Tradesman, Scout, Veteran.

Career Exits: Burgher, Explorer, Fence, Guild Master, Mercenary, Merchant, Navigator, Scout, Smuggler.