

KISLEVITE ARMED MERCHANTS

As Commander Gestad of the Greatship "Pride of Nuln" reached the prow, he saw the problem for himself. An Orc Hulk, fully the size of Nuln, had emerged from the cover of a large island, heading towards the convoy of heavy laden merchants. A breathless messenger informed him, that a similar ship had been sighted to the rear.

"Damnation. Make for the open waters mid-river and get the merchants clear. Let them flee for Barak Varr as best they can, while we deal with these monstrosities.

Sent the signals. Ready the guns. Prepare for boarding!"

The Snow Wolf, a Kislevite merchant ship boasting a single row of cannon on either side of her sleek hull, signalled her intent to stand and fight. Despite their predicament Gestad grinned.

"Damned fool Kislevites, what do they hope to achieve?"

*Nevertheless he knew that the fierce northerners would sell their lives dearly, buying time for the rest of the convoy. *)*

Kislevite armed merchants are tough small trading ships, ideally suited to sail the more ice parts of the Sea of claws. Crewed by the hard and fearless brethren from Kislev, they do not run like all the other cowardly merchants, if attacked. Instead they turn furiously on the Enemy, used to be given no mercy anyway by the Norse, Dark Elf or Chaos forces they occasionally run upon on the Northern trade routes.

Move:

6" sail only, using normal turning template.

Armament:

1 broadside attack, 9", following normal rules for cannon.

Specifications:

Ship of the line if used as fighting ships.

If used as merchant-ships movement either as Ship of the line squadron or as agreed upon by opponents before play.

Crew: 2

Point cost: 100 per squad of 3 if used as normal fighting ships.

0 per squad of 3 if used as cargo-ships or objective. (Merchant/Cargo-ships are normally to be attributed even a negative cost to compensate for being a liability. However as these ships here are armed themselves, the cost is 0).

35 per single ship, if other numbers than a squadron of 3 are needed.

Battle honours: 1 when used as fighting ships.

Otherwise depending on scenario (cargo-ships/objectives)

Locations:

4 mast: save 5+, 2 boxes second hit destroys mast (no further criticals when palying without sail critical optional rule)

5 cargo: save 5+, 2 boxes, each hit destroys cargo and thus in scenarios battle honours

6 aftcastle: save 4+, 1box, broadside lost

Model proposal:

E.g. the Empire Galeass from the Hobby Products "Empires" line (discontinued), or Mighty Empires Plastic Cogs or other line's cogs, with cannon on/in the aftcastle.

