

ALVAREZ'S



TRADING POST



Introduction

The guide you're about to read is a handbook for the players who would like to join the Alvarez's Trading Post during Battle Quest 2019. It's meant for all game participants and delivers not only some basic information about the game, but is also meant as a source of inspiration for creating one's character and finding one's place in the plot.

We'd like to stress that this guide contains our own vision of the Warhammer universe and – even though we try to keep true to the source – might not be identical to the original. We based our story on the history of the Old World, but allowed for some simplification and changes which in our opinion not only work better for our game, but also make it more accessible for people not familiar with Warhammer. Following this logic – no other sources are necessary to join the game, but reading more might help you better immerse yourself in this world.

Battle Quest is a game with immense potential, and it's you who makes the decision about what you want to play. We hope that this manual will assist you in bringing to life some unforgettable heroes.

The following chapters touch on:

- ☞ **Chapter 2** – introducing the faction's values – this will help you quickly align your idea with the faction.
- ☞ **Chapter 3** – the faction's premises – which will let you decide if this particular faction is what you're looking for;
- ☞ **Chapter 4** – inspirations for costumes but also for designing your characters;
- ☞ **Chapter 5** – in-game description of the leader and the faction
- ☞ **Chapter 6** – the colours and banners of the faction;
- ☞ **Chapter 7** – sample ideas for the divisions which make up the faction – you won't be able to see them on Battle Quest, but these descriptions might help to fuel your own idea;
- ☞ **Chapter 8** – concepts for individual characters – again, these are just examples which will allow you to come up with unique heroes for this side of the conflict;
- ☞ **Chapter 9** – description of the weapons and typical garb for a common Trading Post soldier along with a dedicated Pinterest board.

Values

All values mentioned below are crucial for the Alvarez's Trading Post faction. They can be used as a theme for each group or character that wants to fight on this side:

Development: new ways of thinking are something that gives one advantage in every field. Resourcefulness and pioneer ideas are the only things that really matter. Alvarez will gladly hire engineers, gunners and even mad inventors – as long as they offer him a real chance of creating something decisively useful. He also values those commanders who are able to think outside the box and are willing to use new tactics in order to surprise the enemy.

Pragmatism: Declarations of war accompanied by fanfare and chivalry are the things of the past. One has to use every opportunity. The ends justify the means. One has to keep his part of an agreement – but it should be profitable. Alvarez expects his men to be shrewd and cunning. Still, he knows the difference between pragmatism and public condemnation – ruthless killers, tormentors and manslayers are not welcome in his ranks.

Independence: Esteban Alvarez always says how much he values his independence. He offers the same freedom to his soldiers. They are under his command and have to follow orders, but Alvarez uses the units in accordance with their best qualities and leaves the details to their commanders. This is why he mostly employs people who know their own worth and are able to prove it with words and actions, without having to completely comply to a rigid discipline.

Professionalism: we are professionalists and we believe that a man's value is measured by his skills, rather than by his noble birth or other factors. In Alvarez's everyone can be promoted or appreciated if he or she proves their usefulness. On the other hand, we have no respect for loafers and parasites: in the Trading Post everyone has to contribute.

Boldness: we are the first ones to set foot on foreign soil. We pay attention to new discoveries and inventions. We are not afraid of challenges, no matter how great they are. We are fueled by curiosity, lust for fame and wealth. Nothing and no one will prevent us from achieving our goals. To us, the bold, belongs the world!



This faction...

... is for you, if:

- ✚ values mentioned in chapter 2 match with your character's concept;
- ✚ You expect to be rewarded for your service;
- ✚ You value the idea of being independent from great empires and kingdoms and believe in the independence of your character or unit;
- ✚ You want to wage war in a pragmatic, cunning way;
- ✚ You want to roleplay a character whose status is defined by her skills, and not by birth or ancestry.

... is not for you, if:

- ✚ You want to roleplay a knight or a character that believes in chivalry;
- ✚ You want your character to have a distinctly medieval look;
- ✚ You want to fight for honor, ideals, or because of a religious zeal;
- ✚ You want to follow a strict moral code, even in war;
- ✚ You identify with such values as honor, tradition, loyalty, justice and fanaticism;

Inspirations

BattleQuest is a game from Warhammer Fantasy universe – the most inspirations can be found in official sources. The Alvarez's Trading Post is a faction inspired by rogues' and swashbucklers' stories and the lives of mercenaries. Stories about brave pioneers, explorers, and adventurers also have a huge impact on this faction. Members of this faction can base their stories on a variety of pop cultural references, like:

- ✚ fantasy novels about mercenaries (Black Company, Bridgeburners from Malazan Book of the Fallen),
- ✚ history of the Hanseatic League, Amsterdam, or Gdańsk history of fighting for its independence from the Republic;
- ✚ guild wars, the mob, gangs,
- ✚ lives of historical explorers and conquerors, such as Marco Polo or Hernan Cortez;

Warhammer sourcebooks and novels that relate to the character of this faction (for example an **article about Marienburg** or "Marienburg: Sold Down The River" sourcebook).

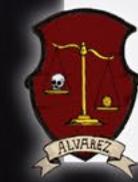
The list above is a generalization that should lead you on a general theme of this side of the conflict. More details and examples will be mentioned later.

The Leader - the story

Esteban Julia Pablo Montoya de la Grázia Alvarez

Esteban Alvarez was born aboard a ship sailing to the New World – that's why the superstitious say that he is blessed by Manann, the god of the seas. It is a fact that since he was born, his life was full of travels: he spent his childhood both in various trading posts, as well as in inaccessible jungles. As a young adult he worked as a guide for Estalian Conquistadores looking for gold in the upstream regions of Lustria – the new continent in the west. He was one of the few who returned from his last expedition. The gold that he brought with him allowed him to move to the Old World (to Estalia, to be precise), buy a small land estate and start making appearances in the local courts.

He is an experienced wayfarer, who on many occasions risked his life while protecting ships and caravans against pirate and bandit attacks. For some time he returned to Lustria, where with a morion on his head and an arquebus in his hand he was searching for Chaqua – the lost golden city of the lizardmen. In Estalia, in order to protect his business, Alvarez joined the dukes' war – he formed a condottieri company, which he led for two years. During those fights he became aware that the ideals of honor and chivalry, so often called upon by the nobles and kings, don't really matter. He became known as a generous man when he spent small fortunes in the taverns and bordellos of Estalia, Tilea, Sartosa and the New World. Drinking away money in the company of both richmen and nobles, as well as regular mercenaries led to establishing relations that now prove useful when Alvarez decided to set up the Trading Post.





Faction colours

Units fighting for Alvarez are identified by their leader's own colours – gold (yellow) and blood-red. Alvarez's crest is a red shield with golden scales in the middle; the left scale is up, with a silver skull on it; the right scale is down, with a golden coin weighing it.

Divisions examples

Úlfhéðnar

Ten years ago, the crew of Arnulf the Mad decided to do something that no other Norsemen ever thought about – they raided Marienburg. A quick attack and withdrawal didn't succeed and their drakkar sank, after being rammed by a Marienburg carrack. In the morning, Arnulf and his band of warriors were stranded on one of the small port isles, surrounded by the Marienburg flotilla. Alvarez was sent to talk with them and he gave them a rather surprising offer: their lives would be spared if they became contracted mercenaries. The Norsemen agreed to work for him and protect his ships against pirates just like them. Having them on his payroll, Alvarez immediately recruited Úlfhéðnar for his expedition. Arnulf is said to have taken part in a raiding expedition to Lustria once, hence the understanding between him and Alvarez.

When the enterprises he established in his homeland of Lustria and in Estalia finally stabilized, Alvarez decided to make another step on the path to extending his trading empire. He moves his main base of operation to the Free City of Marienburg – the biggest port town in the north. A place that lured with possibilities and freedom one couldn't find in any other part of the Old World. A city in which the elite dreams of becoming independent from the Empire's rule. Alvarez aims high: he believes that one day he will get a sit in the City's Council, amongst the most prominent merchants of this world. To achieve this goal, he is ready to get in business with anyone, especially with the powerful Merchant Houses that hold sway over Marienburg. He won't even refrain from playing Imperial nobles against each other – especially since many of them make claims to the city after the last Baron of Westerland died without heir during the Chaos Invasion.

Alvarez believes that the mineral found in the north of the Old World may prove to be useful in realizing his bold plans. Using his own funds, as well as loans from Marienburg banks and the House van Haagen's favour, he was able to finance the biggest expedition in his career. Its goal? The deserted lands near Erengrad. Alvarez's main objective is to obtain as many riches as possible by securing the mineral deposits, as well as use them to set up a fortified Trading Post. If he's able to achieve monopoly on the export of the valuable resource, he may finally get the attention and praise of the most prominent people of Marienburg.

Privately, Alvarez is a pragmatic and ambitious man, who values progress. Ever since he was a child, he had to work hard for his position, and this expedition is one of his craziest schemes that will ensure his place in history. He multiplied

his gains thanks to wise investments – among many others, he financed the research and production of a new type of firearm and a special device used in ship navigation. He's not afraid of risk when it comes to war and business, he thinks about his future and is set on creating a monument that will outlive himself. His personal motto is "*Nemo iudicat victor*" – "those who win are never judged".

Alvarez's view on his opponent:

My spies tell me that the de Croys' want these lands for themselves. That family symbolizes everything that should remain in the past. They oppose progress by clinging to tradition and outdated values. We judge our people by their actions and talents, while the de Croys are still ruled by division into estates and exploitation of those who are not of noble birth. They speak of honor, justice and chivalry as if those ideals belong only to them. And it is common knowledge that they are a disgraced family. Why is it always those who supported a lost cause in the past and now pretend they never intended to do anything wrong that are the most vocal when it comes to talk about honor?

They have supposedly come here to gain glory. Excellent, let them do just that. But if this is the case, they shouldn't care about the riches of this lands. Let them wave their shining sword a bit, commit a few chivalrous deeds – and then bugger off, back to their Lady of the Lake and searching for relicts of the past.

There is no chance that we will reach an agreement. These lands, by the right of the conqueror, belong to me and my soldiers. We are prepared to settle down and establish an outpost of civilization here. De Croy and her lackeys should return home – I hear they can keep busy there.



Ludwig von Klessen's Eyes and Ears

A scouting unit that proved its worth during numerous wars (most recently – the War of Three Emperors). On numerous occasions they sprang the traps set by soldiers of Talabecland, as well as lured enemy units into the clutches of death. Their commander is a very cautious and reasonable man. He can precisely estimate the risks and predict the movements of hostile armies. He also has a great intuition and knows exactly when to send his unit to attack the enemy's caravans with provisions. He is a religious man who doesn't hide his talents and always says that Ranald simply watches over him. He believes that every soldier should first of all pray to that god.

Gouden Soldaten

The Golden Company for the five last years faithfully served Willem van Aelst, a rich merchant, who made a fortune through trade with Estalia. It was a time of great wealth for the unit, symbolised by their famous, golden uniforms. Unfortunately, their employer suddenly became completely insane and during one winter, for reasons known only to him, set sail for the Sea of Claws, taking with him his flag ship and a small crew. Nowadays, his wealth has been divided between five children and a dozen of lawsuits. The Gouden Soldaten had to look for a new contract. After months of searching, they encountered Pieter van der Raalte, who advised them to join Alvarez and his Trading Post. Armed in firearms, spears and greatswords, the Golden Companions are professional soldiers, fighting for coin rather than an idea. The gold lost its luster, the busy taverns of Marienburg are far away, and the Gouden Soldaten are doing everything they can to regain their wealth and return home.

The Doodkanal Reavers

When the streets of Marienburg heard about Esteban Alvarez recruiting volunteers for his expedition for riches, the slums of Doodkanal were taken over by a frenzy. People who have never before seen a gulden, now started dreaming about wealth. Alvarez decided to use this opportunity. He asked an experienced privateer, Aelbert Brunel, to conduct an enrollment in the dives of Dead Canal. Brunel, knowing the slums by heart, found the strongest and the toughest: panders, dockers, cabin boys, street gang members and all kinds of goons. There was only one condition: a volunteer had to be fully obedient and willing to take any mission, even those that sounded like a suicide. The first rowdy members of the unit were hanged by Brunel within a day after the departure from Marienburg. The rest didn't protest, since it meant fewer people to divide the loot. Thanks to that decisive action, Brunel proved to Alvarez that the Reavers may not be the best trained and armed soldiers, but they will surely carry out every order.

Character concepts

Odetta "Hand" Borsec

A woman from Borderlands who at some point of her life decided that she didn't want to become a peasant's wife. As a young girl she ran away from home and became a footsoldier in some local warlord's army. It wasn't a dream job, but she learnt how to fight. She also learnt that it's better to fight for gold rather than someone else's ideals. When her unit was decimated, Odetta fled and boarded a ship sailing for Marienburg. When she got there, she became a sell-sword first, and later she got employment as a bodyguard in Alvarez's trading company. It quickly turned out that she had a knack for numbers, so she started stealing small sums of money, hiding the fact by forging the records in the ledgers. Her subordinates quickly found out about the fraud. Odetta ended up in jail, awaiting a punishment fit for a thief. However, the bold and cunning woman had impressed Alvarez to such an extent that he personally decided to cancel her debts, on one condition: she had to become his personal bodyguard and advisor. Of course, Odetta could say "no" and lose her hand, as the local law dictated. So the choice was easy.

Miguel Carranza

Estalian fencer, known for being a deadly swordmaster. He offers his rapier to anyone who can afford his service, although he is driven by his own moral code that holds him back from taking on some particular tasks. He hasn't found a worthy opponent for a long time. Some say that he wants to die – this is why he rushes into the deepest heart of any battle. When asked, he laughs and answers that death is a friend of any Estalian warrior.





Christoffel van den Berghe

A man who's completely focused on one goal. Van der Berghe is a gunsmith and a naturalist from Marienburg, who is constantly working on his Opera Ultima – a multiple-barrel superb musket. He spends the most of his days on upgrading the barrels, tinkering with the revolving mechanism, making changes in the gunpowder composition, or even polishing the lenses for another scope. Christoffel seems to be unaware of the number of people he kills while testing his weapon. Using his musket in fight is just another stage of developing it, so van den Bergh is completely emotionally detached from the killing. Upgrade, change, test. Upgrade, change, test.

Egil Vennmjod

A skilled shipwright, who in the face of ever growing Chaos influence decided to take his family and ran away from the shores of Norsca. He easily found employment in a Marienburg shipyard and introduced a few bold upgrades in the merchant carracks that prepared them for a voyage across the Sea of Claws. Still, with age came a realization, that Egil may not find an honorable death in a lazy merchant city. When he heard about an expedition to the north, he decided to go to the lands nearby his birthplace and sacrifice his life to the gods by dying in battle. When Alvarez learnt about Egil's reasons for joining his expedition, they had a long conversation, accompanied by the best wines of the south. As it turned out, even two people from completely different words can find a common ground.

Marten van Haagen

Marten was born as the fourth son of lord van Haagen, so he didn't stand much chance to inherit the fabulous fortune of the Merchant House. Instead, he decided to make a name for himself. He gained proper education and became famous as an excellent jurist and a diplomat. Since he first met Alvarez in Bretonnia (many years ago, during a king's raffle), the two man have become fast friends. Van Haagen saved Alvarez from troubles on many occasions, when the latter one's rapier and instinct proved to be not enough. As it turned out, a quill, words and law books could work miracles. Marten helps Alvarez both with trade negotiations and mercenary contracts, as well as in courts. The Trading Post's leader is certain that his friend will be successful in the negotiations with the insolent de Croy as well.

Costumes and equipment

The Alvarez's Trading Post is a place for units favoring any tactics: heavily armoured halberdiers; mobile scouts armed in bows; or even artillery and sharpshooters with firearms. You can meet there both colorful bands of soldats in berets and fancy doublets with all the trimmings, as well as hardened axemen in gilded helmets and leather armour rigid from sea salt. The bulk of the army consists of organised mercenary companies from around the world, condottieri, conquistadors and volunteers from Marienburg (including the veterans from city's militia). There's also ship infantry, military engineers, scholars and battle-hardened explorers who got their experience from their adventures in the Old World and beyond it. You can also encounter a few merchants with connection to Alvarez, who were able to finance their own retinue composed of bodyguards, inventors and all kinds of specialists.

One picture is worth a thousand words – to see more inspirations, feel welcome to join a Alvarez's Traing Post Pinterest board. There, you'll find our proposition for styling and themes that will help you feel the flavour of this faction.

[Link to Pinterest board](#)



