


Alignment: Chaotic

Warband Rating Calculator		Treasury	Stored Equipment
Hero Total Experience:	0 (+0)	Gold Crowns: 1	
Henchmen Total Experience:	0		
Members (11) x 5:	55	Shards: 0	
Large Creatures (0) x 20:	0		
Hired Swords: (1)	0 (+5)	Treasure:	
Dramatis Personae: (0) +	0	Sell shard: 11	
Total Rating:	60	Routtest: 3 (12)	

Warband Objective

Objective: **The Body Trade**

Achievements:

5

10

15

20

0

Notes (Skill Descriptions, Spell Descriptions, etc.):

- Fireball (7+)

18" range, first target S3, fire damage. The wizard may choose may choose to take a S1 flaming hit to increase Strength of Fireball by 1. Multiple times possible.

- Marksman

No penalty for long range or cover

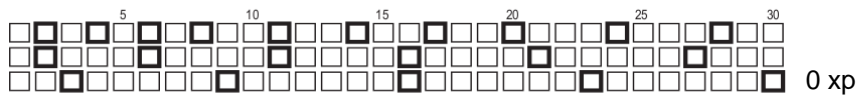
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The Mountain {110GC}

Wulfen

rules: Fearsome, Immune to Psychology, Bestial

<input checked="" type="checkbox"/> Combat	<input type="checkbox"/> Shooting	<input type="checkbox"/> Academic	<input type="checkbox"/> Strength	<input checked="" type="checkbox"/> Speed	<input checked="" type="checkbox"/> Special				
M	WS	BS	S	T	W	I	A	Ld	Sv
6	4	0	4	4	2	4	2	7	-

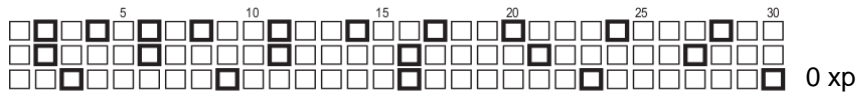


Joffrey {17GC}

Bondsman

weapon: 2x Dagger

<input checked="" type="checkbox"/> Combat	<input type="checkbox"/> Shooting	<input type="checkbox"/> Academic	<input type="checkbox"/> Strength	<input checked="" type="checkbox"/> Speed	<input checked="" type="checkbox"/> Special				
M	WS	BS	S	T	W	I	A	Ld	Sv
4	3	2	3	3	1	2	1	6	-

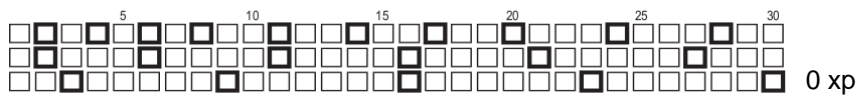


Myrcella {17GC}

Bondsman

weapon: 2x Dagger

<input checked="" type="checkbox"/> Combat	<input type="checkbox"/> Shooting	<input type="checkbox"/> Academic	<input type="checkbox"/> Strength	<input checked="" type="checkbox"/> Speed	<input checked="" type="checkbox"/> Special				
M	WS	BS	S	T	W	I	A	Ld	Sv
4	3	2	3	3	1	2	1	6	-

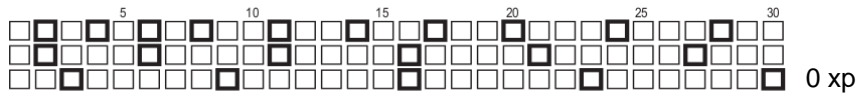


Pyat Free {45GC}

Bright Wizard

weapon: Dagger
rules: Wizard (Fireball)

<input checked="" type="checkbox"/> Combat	<input type="checkbox"/> Shooting	<input checked="" type="checkbox"/> Academic	<input checked="" type="checkbox"/> Strength	<input type="checkbox"/> Speed	<input type="checkbox"/> Special				
M	WS	BS	S	T	W	I	A	Ld	Sv
4	3	2	3	3	1	4	1	7	-

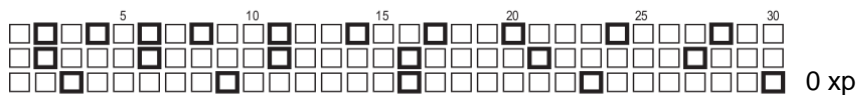


Arya Stark {30GC}

Tilean Marksman
hired sword

weapon: Sword, Dagger, Crossbow
armour: Light armour
rules: Steady Hands, Dead Eye Shot

<input type="checkbox"/> Combat	<input checked="" type="checkbox"/> Shooting	<input type="checkbox"/> Academic	<input type="checkbox"/> Strength	<input type="checkbox"/> Speed	<input type="checkbox"/> Special				
M	WS	BS	S	T	W	I	A	Ld	Sv
4	3	4	3	3	1	3	1	7	-

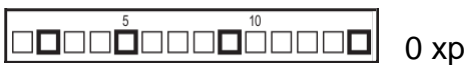


Khorghar {15GC}

Wolf
x1

rules: Animal, Pack Leader

M	WS	BS	S	T	W	I	A	Ld	Sv
9	3	0	3	3	1	3	1	5	-



Chron {15GC}										
Wolf x1						rules: Animal, Pack Leader				
M	WS	BS	S	T	W	I	A	Ld	Sv	
9	3	0	3	3	1	3	1	5	-	<div style="display: flex; align-items: center;"> <div style="margin-right: 10px;"> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> </div> <div style="text-align: right;"> 5 10 </div> </div>
										0 xp

Akhar {15GC}										
Wolf x1					rules: Animal, Pack Leader					
M	WS	BS	S	T	W	I	A	Ld	Sv	
9	3	0	3	3	1	3	1	5	-	<div> <div>5</div> <div>10</div> <div>0 xp</div> </div>

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Janei {30GC}											
Hunter x1						weapon: Dagger, Javelin					
M	WS	BS	S	T	W	I	A	Ld	Sv	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>5</div> <div>10</div> </div> </div>	
4	3	3	3	3	1	3	1	7	-	0 xp	