

THE LANNISTER CLAN - NORSE EXPLORER - THE BODY TRADE

ROUT LIMIT : 3

CAMPAIGN POINTS : 0

STASHED GOLD : 1

WARBAND RATING 499

CP	Achievement
5	Bribery: Any warriors being placed or having been placed under arrest can be released without rolling on the Conviction Chart by paying a bribe. The warband can pay an amount in gold crowns to the constabulary equal to double the number of experience points the warrior has. In addition, any warband leader following this plot can be disguised wearing Cathayan silk clothes.
10	Slaver Ring: Whenever another player sells captives to slavers at a price of D6x5 gold crowns, they should be offered to warbands in the slaver ring. The warband may trade captured warriors from other warbands. The warband leader gains the 'Slaver' skill. There may never be more than two warriors with this skill in the warband at any one time. Any Hero or Henchman put out of action in hand-to-hand combat by a Slaver will automatically be captured. Heroes captured may not be eaten or ransomed to another warband during the post battle sequence. Heroes, Henchmen or Blood Pact Hired Swords captured may be exchanged with their starting warband for stragglers or captured warriors. Campaign points can only be scored in an exchange when a greater number of non-friendly models are received by the slaver than were given.
15	Kidnappings: Whenever the warband rolls on the Cargo Chart, the player may elect for it to contain a hostage instead of the resulted rolled. The warband may lease any vehicle at a discount of 50% through the slaver ring without making a search roll. The vehicle cannot be exchanged or sold. At the end of a battle when cargo markers were used to represent hidden hostages roll a D6 for every 4 captured models still aboard a vehicle. On a roll of 6 the warband gets +1 CP.
20	Tanners Alley: The warband must visit location (1 1 1 1 1) in the next exploration phase. If another warband has already taken up residence in the Tannery then the encampment can be disputed by playing 'The Sting' scenario against him for the next game. If the challengers win the battle without collapsing the building then they take possession of the encampment deeds. If the burning building collapses then the encampment is razed. The challengers may restore it.
25	Sleeper Cell: The player can activate the cell to support their cloaked purpose in any large confrontations. Deploy an additional Henchman group of D3 warriors. Normal limits for warband maximum can be ignored but limits for the number of Henchman of any one type must be adhered to as normal.
35	Reluctant Overseers: The player can choose to play the 'Swap Meat' special scenario instead of a core scenario whenever he picks a scenario to play. Due to the infamy associated with Naggarothi and Dawi Zharr slave raiders these malign overseers are reluctant to engage in the affairs of their associates unless business requires they get their hands dirty. The warband is either taking captives to trade with a Dark Elf or Fire Dwarf slave-master. Choose either as your business partner. D3 Dark Elf Corsairs or Chaos Dwarf models may be deployed at the start of every battle.
40	Human Chattel: If the warband has taken twelve captives the player must play the 'Burrow Town Collapsing' scenario. The body trader plays the role of a smuggler. Twelve hostage objective markers replace the body trader player's contraband items normally used in this scenario. A guard must be assigned to both ends of the hostage chain for it to move. If the player wins the game by escaping through the sewers with the hostage chain or routing all enemy warbands then the body trader is declared winner of the campaign.

TYWIN - JARL105
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
4"	4	3	4	3	2	4	2	8	-	0

Weapon Range Strength Traits

Flail Melee +2 Heavy, Two-handed

SKILL LISTS Combat, Speed, Special

RULES **Leader:** See the respective rule in the Leadership & Psychology section.

JAMIE - BERSERKER70
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
4"	4	3	4	3	2	3	1	7	-	0

Weapon Range Strength Traits

Dagger Melee +0 Enemy armour save +1

SKILL LISTS Combat, Strength, Special

RULES **Frenzy:** See the respective rule in the Leadership & Psychology section.

PYAT PREE - WIZARD45
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
4"	3	2	3	3	1	4	1	7	-	0

Weapon Range Strength Traits

Dagger Melee +0 Enemy armour save +1

SKILL LISTS Combat, Academic, Strength

RULES **Wizard:** Fireball (D7) - Range 18" - S3 (+1 when taking an S1 hit himself)

THE MOUNTAIN - WULFEN110
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
6"	4	0	4	4	2	4	2	7	-	0

SKILL LISTS Combat, Speed, Special

RULES **Fearsome:** The warrior causes Fear in opposing models.

Immune to Psychology: Wulfen automatically pass any Leadership-based test they are required to take.

Bestial: Wulfen may never become the leader of the warband.

JOFFREY - BONDSMAN17
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
4"	3	2	3	3	1	2	1	6	-	0

Weapon Range Strength Traits

2x Dagger Melee +0 Enemy armour save +1

SKILL LISTS Combat, Speed, Special

MYRCELLA - BONDSMAN17
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
4"	3	2	3	3	1	2	1	6	-	0

Weapon Range Strength Traits

2x Dagger Melee +0 Enemy armour save +1

SKILL LISTS Combat, Speed, Special

ARYA STARK - TILEAN MARKSMAN30
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
4"	3	4	3	3	1	3	1	7	5+	0

Weapon Range Strength Traits

Sword Melee +1 Parry

Dagger Melee +0 Enemy armour save +1

Crossbow 36" 4 Move or Shoot

WARGEAR Light Armour (Armour Save +2)

RULES **Steady Hands:** The Expert Marksman's ignores to-hit modifiers for long range when shooting her crossbow.

Dead Eye Shot: The Tilean Marksman ignores to-hit modifiers for cover when shooting her cross-bow.

MYRCELLA - BONDSMAN17
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
4"	3	2	3	3	1	2	1	6	-	0

Weapon Range Strength Traits

2x Dagger Melee +0 Enemy armour save +1

SKILL LISTS Combat, Speed, Special

LANCEL - HUNTER30
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
4"	3	3	3	3	1	3	1	7	-	0

Weapon	Range	Strength	Traits
Dagger	Melee	+0	Enemy armour save +1
Javelin	8"	as User	Thrown weapon (No penalties for moving and shooting)

JANEI - HUNTER30
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
4"	3	3	3	3	1	3	1	7	-	0

Weapon	Range	Strength	Traits
Dagger	Melee	+0	Enemy armour save +1
Javelin	8"	as User	Thrown weapon (No penalties for moving and shooting)

AKHAR, CHRON & KHORGHAR - 3X WOLF45
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
9"	3	0	3	3	1	3	1	5	-	0

RULES **Animals:** Wolves never gain Experience.**Pack Leader:** In the event that no Wulfen is included in the warband due to a death or an injury, the wolves cannot be used until the creature is replaced.