

Warband Name:	Stormcrows (Mercenaries of Middenheim)	Warband Rating:	114	Rout Limit:	4	Gold Coins:	8	Shards:	1
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Name:	Daario Naharis	Type:	Mercenary Captain	Experience:	27 [ +1 ]
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M	WS	BS	S	T	W	I	A	LD	Sv
4	4	4	4	3	1	5	2	8	-

Weapons:  
Halberd, Bow

Armour:  
Rabbits Foot

Rules: Leader

Name:	Sallor the Bald	Type:	Champion	Experience:	10 [ +1 ]
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M	WS	BS	S	T	W	I	A	LD	Sv
4	4	3	4	3	1	3	1	7	-

Weapons:  
Halberd, Bow

Armour:  
Rabbits Foot

Name:	Prendahl na Ghezn	Type:	Champion	Experience:	10 [ +1 ]
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M	WS	BS	S	T	W	I	A	LD	Sv
4	4	3	4	3	1	3	1	7	-

Weapons:  
Halberd

Name:	Widower	Type:	Youngblood	Experience:	2 [ +2 ]
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M	WS	BS	S	T	W	I	A	LD	Sv
4	2	2	3	3	1	3	1	6	-

Weapons:  
Sword, Sword

Rules: Pit Fighter

Name:	The Snipers	Type:	4 Marksman
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M	WS	BS	S	T	W	I	A	LD	Sv
4	3	3	3	3	1	3	1	7	-

Weapons:  
Bow, Dagger

Name:	The Brave Men	Type:	5 Warrior
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M	WS	BS	S	T	W	I	A	LD	Sv
4	3	3	3	3	1	3	1	7	-

Weapons:  
Hammer, Hammer

\* the [ +\* ] notation behind the experience states how many xp you need to gain the next advance

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## Notes

**Name:** Jokin the 2nd (returns in T-1)

**Type:** Youngblood

**Experience:** 2 [ +2 ]

**M WS BS S T W I A LD Sv**

4 2 2 3 4 1 3 1 6 -

**Weapons:**

Mace, Mace

## Skills and other Rules

**Leader**

**Pit Fighter (Strength)**

Any model within 6" may use the Leaders Leadership instead of its own.

The warrior has learned how to fight in enclosed spaces from his time in the dangerous fighting pits of the Empire. He is an expert at fighting in confined areas and adds +1 to his WS and +1 to his Attacks if he is fighting inside buildings or ruins. It's a good idea to define which bits of your terrain collection count as buildings or ruins at the start of a battle to avoid confusion later.

## Equipment

**Halberd (Strength +1)**

May not use any equipment in the offhand during close combat. If the model is equipped with a shield it still gets a +1 bonus to its armour save against shooting

**Sword (Strength +0)**

Once per combat phase the model may try to parry an incoming blow. To parry roll a D6. If the score is higher than the number your opponent rolled to hit, the hit is ignored. Add +1 to the roll if your WS is twice or more than that of your opponent. Models armed with a buckler and a weapon that grants parry may re-roll failed parry rolls. Models armed with two weapons that both grant parry adds +1 to the parry roll results. If your opponent scored several hits, the parry roll has to beat the highest roll. If a model is fighting against several opponents, it may choose whose attacks it wishes to parry. Attacks made with a Strength with at least twice the value of the models own Strength and attacks which scored a 6 on the to hit roll cannot be parried (this includes multiple hits where at least one scored a 6)

**Dagger (Strength +0)**

Enemy save modifier +1. If it has none, it gets a 6+ armor save

**Hammer (Strength +0)**

A roll of 2-4 is treated as stunned when rolling to see the extent of a models injury

**Bow (Strength 3, Range 24)**

**Rabbits Foot**

The wearer may re-roll one dice during the battle. If it is not used during the battle it, can be used to re-roll one dice during Exploration (provided the wearer may search the ruin).