

Warband Name: Stormcrows
(Mercenaries of Middenheim)

Warband Rating: 109
Rout Limit: 3
Gold Coins: 63
Shards: 1

Name: Daario Naharis

Type: Mercenary Captain

Experience: 27 [+1]

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]

M WS BS S T W I A LD Sv
4 4 3 4 3 1 3 1 7 -

Weapons:
Halberd, Bow

Name: Prendahl na Ghezn

Type: Champion

Experience: 10 [+1]

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]

M WS BS S T W I A LD Sv
4 2 2 3 3 1 3 1 6 -

Weapons:
Mace, Mace

Rules: Mighty Blow

Name: The Snipers

Type: 4 Marksman

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: 4 Warrior

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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Name: (Mercenaries of
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Warband 109 Rout 3 Gold 63 Shards: 1
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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

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

Mighty Blow (Strength)

The hero adds +1 to wound in close combat (except with pistols). Critical hit chances are not changed by this.

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

Mace (Strength +0)

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

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).