

Warband Name:	Stormcrows (Mercenaries of Middenheim)	Warband Rating:	106	Rout Limit:	4	Gold Coins:	1	Shards:	1
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Name:	Daario Naharis	Type:	Mercenary Captain	Experience:	20 [+4]						
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:	Armour:
4	4	4	4	3	1	4	1	8	-	Halberd, Bow	Rabbits Foot
Rules: Leader											

Name:	Sallor the Bald	Type:	Champion	Experience:	8 [+3]					
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:
4	4	3	4	3	1	3	1	7	-	Halberd, Bow

Name:	Prendahl na Ghezn	Type:	Champion	Experience:	8 [+3]					
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:
4	4	3	4	3	1	3	1	7	-	Halberd

Name:	Widower	Type:	Youngblood	Experience:	0 [+2]					
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:
4	2	2	3	3	1	3	1	6	-	Mace, Mace

Name:	Jokin the 2nd	Type:	Youngblood	Experience:	0 [+2]					
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:
4	2	2	3	3	1	3	1	6	-	Mace, Mace

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

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

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

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Skills and other Rules

Leader

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

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).