More Warband Name	:Olafs Vil	kings	Warband Type:
Treasury Gold Crowns: 39 Treasure: Alignment: Neutral	Members Large Cro Hired Sw	Warband Rating tal Experience: 5 (11) x 5: eatures (0) x 20: ords: Personae: + 153	Stored Equipment Vague Mordheim Map
Name: Olaf Type: Jarl ■ Combat □ Shooting □ Academic ■ Strength ■ M WS BS S T W I	Speed X Special A Ld Sv	Equipment: Sword (Parry), Shield, Light Armor, Helmet Dagger Injuries:	Skills & Spells: Leader
4 4 3 4 3 1 4 2 4 6 6 4 4 3 6 4			20 25 30 Total Experience
Name: Dorsteinn Type: Berserker Combat □ Shooting □ Academic ■ Strength □ M WS BS S T W I	Speed S Special	Equipment: Hammer Sword Injuries:	Skills & Spells: Frenzy
4 4 3 4 3 1 3 1 4 6 6 4 4 3 6 4			5 20 25 30 Total Experience
Name: Fridthjofr Type: Berserker ☑ Combat ☐ Shooting ☐ Academic ☒ Strength ☐		Equipment: Axe Sword	Skills & Spells: Frenzy
4 4 3 4 3 1 3 1 4 6 6 4 4 3 6	A Ld Sv L 7 – 4 9	5 10 10 10 10 10 10 10 10 10 10 10 10 10	5 20 25 30 Total Experience
Name: Freki Type: Wulfen ☑ Combat ☐ Shooting ☐ Academic ☒ Strength ☒ M WS BS S T W	Speed ☑ Special A Ld Sv	Equipment:	Skills & Spells: Fear Beastial
6 4 0 4 4 1 4 2 8 6 0 6 5 4 7	2 7 - 4 9 Experience ▶	•	5 20 25 30 Total Experience 12
Name: Gungir Type: Bondsman ■ Combat □ Shooting □ Academic ■ Strength ■		Equipment: Hammer, Shield, Light Armor, Helmet	Skills & Spells: Wyrdstone Hunter
4 3 2 3 3 2 2 4 6 6 4 4 3 6	A Ld Sv 1 6 4 4 9 Experience ▶	Injuries: 5 10 10 10 10 10 10 10 10 10 10 10 10 10	5 20 25 30 Total Experience 2
Name: Muhamed Type: Arabian Merchant □ Combat □ Shooting ☑ Academic □ Strength □ M WS BS S T W □	Speed □ Special A Ld Sv	Equipment: Scimitar (Sword) Injuries:	Skills & Spells: Haggle Pawnbroker Marketeer Medical Knowledge
4 2 2 3 3 1 4 2 4 6 6 4 4 3 6 4		-	5 20 25 30 Total Experience 7

Name: The Pack										Equipment:	Special Rules & Skills: Animals	
Type: Wolves Number: 5x					Nun	nber	:: 5x		\checkmark	Pack Leader		
M		BS		T	W		Α	Ld	Sv			
9	3	0	3	3	1	3	1	5	-	Experience 5 10		
느										BBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBB		
Na	me	: Sal	björ	g						Equipment: Hammer, Bow	Special Rules & Skills:	
Тур		unte				Nun	nber			,		
M		BS		Т	W		Α	Ld	Sv			
4	3	3	3	3	1	3	1	7	-	Experience 5 10 Gi	roup Experience:	
4	6	6	4	4	3	6	4	9				
	Name: Gunnar One-Eye							Equipment: Club	Special Rules & Skills: Scrounge			
Тур	Type: Beggar Number: 1x								Not a threat			
M		BS		i i	W		A	Ld	Sv	2xp		
4	1	1	2	2	2	3	1	5	-	Experience 5 10 Gi	roup Experience: Speed Skills	
늗												
	me	:			,					Equipment:	Special Rules & Skills:	
Тур						Nun						
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Тур						Nun						
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Name:									Equipment:	Special Rules & Skills:		
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						_				Experience 5 10 Gi	roup Experience:	
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Name:									Equipment	opecial Rules & Okilis.		
Тур		D.O.				Nun			0			
IVI	ws	BS	S		W		A	Ld	Sv			
\vdash										Experience 5 10 Gi	roup Experience:	
	<u> </u>							1				
										Henchme	en Total Experience:	
	•		-		-		-	ns, et				
Haggle: He may deduct 2D6 gold crowns from the price of any single item (to a minimum cost of 1gc) once per post battle sequence. Pawnbroker: Gain an extra 2D6 gold per item sold (up to its full value) Frenzy:must always charge if there are any enemy models within charge range (check after charges have been declared). Gain +1 Attack in close combat.												
Fear: Models charging this model have to take a leadership test. If failed the charge counts as incomplete and the charging model ends its movement phase. If charging a model, the charged model needs to take a leadership test. If failed, the model only hits on 6.												
Beastial: May never become the leader of the warband. Immune to fear and all alone tests. Pack Leader: In the event that there are no Wulfen in the warband due to death or injury the wolves cannot be used until he is replaced												
Scrounge: At the end of each battle that the Beggar was not put out of action, he adds an extra die of exploration to your pool. Not a thread: warbands may ignore the beggar when shooting and instead target any model within 2" of the beggar												
Axe: Enemy save modifier -1 (Cutting Edge) Hammer: Treat a fold of 2-4 on the injury chart as stunned.												
Dagger: -a roll of 2-4 is treated as ' ' Dagger: -1 to hit when used as an offhand weapon, Enemy save modifier +1. If it has none, it gets a 6+ AS												
Bow: Range 24", S3 Light Armor: 5+ Armor Save												
Shield	Shield: 6+ Armor Save Sword: Once per combat phase the model may try to parry an incoming blow.											
To pa	arry roll	a D6. I	If the s	core is	highe	r than t	he nun	nber vo	ur oppo	onent rolled to hit, the hit is ignored.		
If you	Add +1 to the roll if your WS is twice or more than that of your opponent. 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)											

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