

Warband Name: Stormcrows
(Mercenaries of Middenheim)

Warband Rating: 101
Rout Limit: 4
Gold Coins: 23
Shards: 0

Name: Daario Naharis

Type: Mercenary Captain

Experience: 20 [+4]

M WS BS S T W I A LD Sv
4 4 4 4 3 1 4 1 8 -

Weapons:
Halberd

Rules: Leader

Name: Sallor the Bald

Type: Champion

Experience: 8 [+3]

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

Weapons:
Halberd

Name: Prendahl na Ghezn

Type: Champion

Experience: 8 [+3]

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: 0 [+2]

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

Weapons:
Mace, Mace

Name: Jokin

Type: Youngblood

Experience: 0 [+2]

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

Weapons:
Mace, Mace

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
Middenheim)

Warband 101 Rout 4 Gold 23 Shards: 0
Rating: Limit: Coins:

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)

