

Warband Name: Stormcrows (Mercenaries of Middenheim) Warband Rating: 129 Rout Limit: 4 Gold Coins: 5 Shards: 0

Name: Daario Naharis Type: Mercenary Captain Experience: 29 [+3]

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, Wyrðstone Hunter

Name: Sallor the 2nd 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: 11 [+3]

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

Weapons: Halberd

Name: Loki Type: Swordsman Experience: 0 [+2]

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

Weapons: Sword, Sword

Rules: Expert Swordsmen

Name: Widower Type: Youngblood Experience: 4 [+2]

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

Weapons: Sword, Sword

Rules: Pit Fighter

Name: Jokin the 2nd 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

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: 5 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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Skills and other Rules

Leader

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

Wyrðstone Hunter (Academic)

You may re-roll one dice when rolling on the Exploration chart.

Pit Fighter (Strength)

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)

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).