

Warband Name:	Stormcrows (Mercenaries of Middenheim)	Warband Rating:	93	Rout Limit:	4	Gold Coins:	23	Shards:	0
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Name: Daario Naharis										Type: Mercenary Captain		Experience: 20 [+4]	
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:			
4	4	4	4	3	1	4	1	8	-	Halberd			
Rules: Leader													

Name:	Sallor the Bald					Type:	Champion			Experience:	0 [+2]		
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:			
4	4	3	4	3	1	3	1	7	-	Halberd			

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

* 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)