The Lannister Clan

Norse Explorer

Alignment: Chaotic

Warband Rating Calculator		Treasury		Stored Equipment
Hero Total Experience:	21 (+0)	Gold Crowns:	**1**	Marienburg Map (Vague)
Henchmen Total Experience:	4	Shards:	**1**	
Members (**12**) x 5:	60	Treasure:		
Large Creatures (**0**) x 20:	0	Sell shard:	12	
Hired Swords: **(1)**	2 (+5)	Routtest:	4 (13)	
Dramatis Personae: **(0)** +	0			
Total Rating:	**92**			

Warband Objective

Objective: **The Body Trade**

Achievements:

10

Notes (Skill Descriptions, Spell Descriptions, etc.):

- Warband Rating: 585
- Hostages: 3
- Fireball (7+)

18" range, first target S3, fire damage. The wizard may choose may choose to take a S1 flaming hit to increase Strength of Fireball by 1. Multiple times possible.

- Marksman

No penalty for long range or cover

- Bloodstone

Gain a bite attack. If the Hero put all of his enemies out of action in hand-to-hand combat, he becomes frenzied on a 4+.

- Encampments:

Waterfront Warehouse (2D6GC after each battle. On a double a Hired Sword for one game)

Tywin {135GC}

Jarl

weapon: Sword, Dagger
armour: Shield, Light Armour, Rabbits Foot
rules: Leader, Slaver

☒ Combat ☐ Shooting ☐ Academic ☐ Strength ☒ Speed ☒ Special

M	WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	4	3	2	4	2	8	3+

4 xp

Jaimie {85GC}

Berserker

weapon: Flail, Dagger
rules: Frenzy

☒ Combat ☐ Shooting ☐ Academic ☒ Strength ☐ Speed ☒ Special

M	WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	4	3	2	3	1	7	-

2 xp

The Mountain {110GC}

Wulfen

armour: Bloodstone
rules: Fearsome, Immune to Psychology, Bestial

[X] Combat [ ] Shooting [ ] Academic [ ] Strength [X] Speed [X] Special

M	WS	BS	S	T	W	I	A	Ld	Sv
6	4	0	4	4	2	4	2	7	-

4 xp

Joffrey {17GC}

Bondsman

weapon: 2x Dagger

[X] Combat [ ] Shooting [ ] Academic [ ] Strength [X] Speed [X] Special

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

2 xp

Myrcella {17GC}

Bondsman

weapon: 2x Dagger

[X] Combat [ ] Shooting [ ] Academic [ ] Strength [X] Speed [X] Special

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

2 xp

Pyat Pree {47GC}

Bright Wizard

weapon: 2x Dagger
rules: Wizard (Fireball), Courtesan Companion

[X] Combat [ ] Shooting [X] Academic [X] Strength [ ] Speed [ ] Special

M	WS	BS	S	T	W	I	A	Ld	Sv
4	3	2	3	3	1	4	1	7	-

7 xp

Arya Stark {30GC}

Tilean Marksman
hired sword

weapon: Sword, Dagger, Crossbow
armour: Light armour
rules: Steady Hands, Dead Eye Shot

[ ] Combat [X] Shooting [ ] Academic [ ] Strength [ ] Speed [ ] Special

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

2 xp

Khorghar {15GC}

Wolf
x1

rules: Animal, Pack Leader

M	WS	BS	S	T	W	I	A	Ld	Sv
9	3	0	3	3	1	3	1	5	-

0 xp

Chron {15GC}

Wolf
x1

rules: Animal, Pack Leader

M	WS	BS	S	T	W	I	A	Ld	Sv
9	3	0	3	3	1	3	1	5	-

0 xp

Akhar {15GC}

Wolf
x1

rules: Animal, Pack Leader

M	WS	BS	S	T	W	I	A	Ld	Sv
9	3	0	3	3	1	3	1	5	-

0 xp

Lancel {33GC}

Hunter
x1

weapon: Mace, Dagger, Javelin

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

2 xp

Janei {33GC}

Hunter
x1

weapon: Mace, Dagger, Javelin

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

2 xp

Willem {33GC}

Hunter
x1

weapon: Mace, Dagger, Javelin

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

0 xp