

## THE LANNISTER CLAN - NORSE EXPLORER - THE BODY TRADE

WARBAND RATING : 710

BODY COUNT : 13

ROUT LIMIT : 3

CAMPAIGN POINTS : 10

STASHED GOLD : 1

TREASURES : 1

### Encampment

#### Effect

Waterfront Warehouse

Generate 2D6 gc after each battle. On a double, gain a Hired Sword for the next battle.

### Stash

3 Hostages

Map of Marienburg (Vague)

## THE BODY TRADE

Objective	Condition	Reward
Playing a scenario	Just participate in a scenario. Nothing more.	+2 CP
Winning a scenario	Win the scenario!	+2 CP
Intelligence Gathered	Win a scenario where information points were gathered.	+2 CP
Hostage Captured	Roll a 4+ on D6 for every captive, slave or straggler that was newly obtained .	+2 CP
Constabulary bribed	Roll a 4+ on D6 for every bribe paid to a 'Guardians of the Peace' plot.	+2 CP
CP	Achievement	
5	<b>Bribery:</b> Any warriors being placed or having been placed under arrest can be released without rolling on the Conviction Chart by paying a bribe. The warband can pay an amount in gold crowns to the constabulary equal to double the number of experience points the warrior has. In addition, any warband leader following this plot can be disguised wearing Cathayan silk clothes.	
10	<b>Slaver Ring:</b> Whenever another player sells captives to slavers at a price of D6x5 gold crowns, they should be offered to warbands in the slaver ring. The warband may trade captured warriors from other warbands. The warband leader gains the 'Slaver' skill. There may never be more than two warriors with this skill in the warband at any one time. Any Hero or Henchman put out of action in hand-to-hand combat by a Slaver will automatically be captured. Heroes captured may not be eaten or ransomed to another warband during the post battle sequence. Heroes, Henchmen or Blood Pact Hired Swords captured may be exchanged with their starting warband for stragglers or captured warriors. Campaign points can only be scored in an exchange when a greater number of non-friendly models are received by the slaver than were given.	
15	<b>Kidnapping:</b> Whenever the warband rolls on the Cargo Chart, the player may elect for it to contain a hostage instead of the resulted rolled. The warband may lease any vehicle at a discount of 50% through the slaver ring without making a search roll. The vehicle cannot be exchanged or sold. At the end of a battle when cargo markers were used to represent hidden hostages roll a D6 for every 4 captured models still aboard a vehicle. On a roll of 6 the warband gets +1 CP.	
20	<b>Tanners Alley:</b> The warband must visit location (1 1 1 1 1) in the next exploration phase. If another warband has already taken up residence in the Tannery then the encampment can be disputed by playing 'The Sting' scenario. If the challengers win the battle without collapsing the building then they take possession of the encampment deeds. If the burning building collapses then the encampment is razed. The challengers may restore it.	
25	<b>Sleeper Cell:</b> The player can activate the cell to support their cloaked purpose in any large confrontations. Deploy an additional Henchman group of D3 warriors. Normal limits for warband maximum can be ignored but limits for the number of Henchman of any one type must be adhered to as normal.	
35	<b>Reluctant Overseers:</b> The player can choose to play the 'Swap Meat' special scenario instead of a core scenario whenever he picks a scenario to play. The warband is either taking captives to trade with a Dark Elf or Fire Dwarf slave-master. Choose either. D3 Dark Elf Corsairs or Chaos Dwarf models may be deployed at the start of every battle.	
40	<b>Human Chattel:</b> If the warband has taken twelve captives the player must play the 'Burrow Town Collapsing' scenario. The body trader plays the role of a smuggler. Twelve hostage objective markers replace the body trader player's contraband items normally used in this scenario. A guard must be assigned to both ends of the hostage chain for it to move. If the player wins the game by escaping through the sewers with the hostage chain or routing all enemy warbands then the body trader is declared winner of the campaign.	

**TYWIN - JARL**135  
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
4"	4	3	4	3	2	4	2	8	4+	4

Weapon	Range	Strength	Traits	
Sword	Melee	+1	Parry	
Dagger	Melee	+0	Enemy armour save +1	
<b>WARGEAR</b>		Shield (Armour Save +1), Light Armour (Armour Save +2)		
<b>SKILL LISTS</b>		Combat, Speed, Special		

<b>RULES</b>	<b>Leader:</b> See the respective rule in the Leadership & Psychology section. <b>Slaver:</b> Any opponent put out of action by the Slaver will automatically be captured and must be sold. Heroes sell for D6x10 gc and Henchmen sell for D6x3 gc. If a warband cannot pay this price, the captive is sold into slavery.
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**PYAT PREE - WIZARD**47  
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
4"	3	2	3	3	1	4	1	7	-	7

Weapon	Range	Strength	Traits	
2x Dagger	Melee	+0	Enemy armour save +1	
<b>WARGEAR</b>		Companion (throw an additional dice in exploration)		
<b>SKILL LISTS</b>		Combat, Academic, Strength		

<b>RULES</b>	<b>Wizard:</b> Fireball (D7) - Range 18" - S3 (+1 when taking an S1 hit himself)
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**JAMIE - BERSERKER**85  
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
4"	4	3	4	3	2	3	1	7	-	2

Weapon	Range	Strength	Traits	
Flail	Melee	+2	Heavy, Two-handed	
Dagger	Melee	+0	Enemy armour save +1	
<b>SKILL LISTS</b>		Combat, Strength, Special		
<b>RULES</b>		<b>Frenzy:</b> See the respective rule in the Leadership & Psychology section.		

**THE MOUNTAIN - WULFEN**110  
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
6"	4	0	4	4	2	4	2	7	-	4

<b>WARGEAR</b>	Bloodstone (Gain a bite attack. If all enemies are out of action in melee, he becomes frenzied on a 4+)			
<b>SKILL LISTS</b>		Combat, Speed, Special		
<b>RULES</b>		<b>Fearsome:</b> The warrior causes Fear in opposing models. <b>Immune to Psychology:</b> Wulfen automatically pass any Leadership-based test they are required to take. <b>Bestial:</b> Wulfen may never become the leader of the warband.		

**JOFFREY - BONDSMAN**17  
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
4"	3	2	3	3	1	2	1	6	-	2

Weapon	Range	Strength	Traits
2x Dagger	Melee	+0	Enemy armour save +1

SKILL LISTS	Combat, Speed, Special
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**MYRCELLA - BONDSMAN**17  
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
4"	3	2	3	3	1	2	1	6	-	2

Weapon	Range	Strength	Traits
2x Dagger	Melee	+0	Enemy armour save +1

SKILL LISTS	Combat, Speed, Special
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**ARYA STARK - TILEAN MARKSMAN**30  
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
4"	3	4	3	3	1	3	1	7	5+	2

Weapon	Range	Strength	Traits
Sword	Melee	+1	Parry

Dagger	Melee	+0	Enemy armour save +1
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Crossbow	36"	4	Move or Shoot
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WARGEAR	Light Armour (Armour Save +2)
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RULES	<b>Steady Hands:</b> The Expert Marksman's ignores to-hit modifiers for long range when shooting her crossbow.
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<b>Dead Eye Shot:</b> The Tilean Marksman ignores to-hit modifiers for cover when shooting her cross-bow.
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**MYRCELLA - BONDSMAN**17  
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
4"	3	2	3	3	1	2	1	6	-	2

Weapon	Range	Strength	Traits
2x Dagger	Melee	+0	Enemy armour save +1

SKILL LISTS	Combat, Speed, Special
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**LANCEL - HUNTER**33  
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
4"	3	3	3	3	1	3	1	7	-	2

Weapon	Range	Strength	Traits
Dagger	Melee	+0	Enemy armour save +1
Mace	Melee	+0	-
Javelin	8"	as User	Thrown weapon (No penalties for moving and shooting)

**WILLEM - HUNTER**33  
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
4"	3	3	3	3	1	3	1	7	-	0

Weapon	Range	Strength	Traits
Dagger	Melee	+0	Enemy armour save +1
Mace	Melee	+0	-
Javelin	8"	as User	Thrown weapon (No penalties for moving and shooting)

**JANEI - HUNTER**33  
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
4"	3	3	3	3	1	3	1	7	-	2

Weapon	Range	Strength	Traits
Dagger	Melee	+0	Enemy armour save +1
Mace	Melee	+0	-
Javelin	8"	as User	Thrown weapon (No penalties for moving and shooting)

**AKHAR, CHRON & KHORGHAR - 3X WOLF**45  
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
9"	3	0	3	3	1	3	1	5	-	0

**RULES**

**Animals:** Wolves never gain Experience.

**Pack Leader:** In the event that no Wulfen is included in the warband due to a death or an injury, the wolves cannot be used until the creature is replaced.