The Lannister Clan

Norse Explorer

Alignment: Chaotic

Warband Rating Calcul	lator	Treasur	ry		Stored Equipment
Hero Total Experience:	Gold Crowns:	1	Du. D	Marienburg Map (Vague)	
Henchmen Total Experience:			3	5 , (5 ,	
Members (12) x 5:	Members (12) x 5: 60				
Large Creatures (0) x 20:	0			`	
Hired Swords: (1)	2 (+5)	Treasure:			
Dramatis Personae: (0) +	0 `	Sell shard:	12		
Total Rating:	92	Routtest:	4 (13)		

	Warband Objective	
Objective: The Body Trade		
Achievements:		
		XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

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

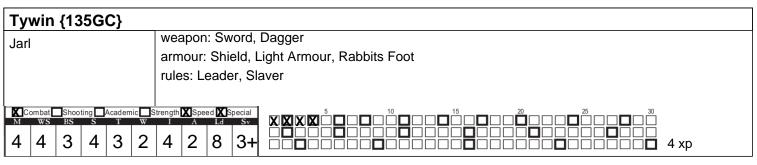
No penalty for long range or cover

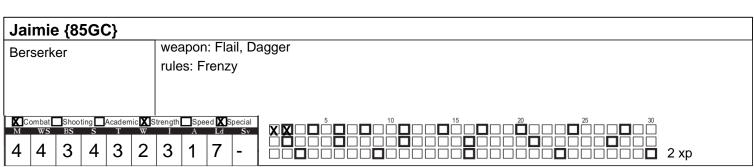
- Bloodstone

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)





The Mountain {110GC}								
Wulfen			arn	armour: Bloodstone				
				rule	es: F	ears	ome,	Immune to Psychology, Bestial
Comba M WS	Shoo BS	ting/	Academi T	Strength W I	X Spe	ed XS	pecial Sv	
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Bonds	man			We	ароі	1. ZX	Dagg	
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Myrc	ella ·	{170	GC}					
Bonds		(we	apor	n: 2x	Dagg	er
Comba	t Shoo	ting 🔲	Academi	Strength	X Spe	ed XS	pecial Sv	
4 3	2	3	3	1 2	1	6	-	00000000000000000000000000000000000000
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Pyat	Pree	{47	7GC				<u> </u>	
Bright	Wizaı	rd			•		Dagg d (Fir	er eball), Courtesan Companion
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M WS	BS	S	T	Strength W I	Spe A	Ld	pecial Sv	
4 3	2	3	3	1 4	1	7	-	7 xp
Λ	C1	l. C	000	- 1				
Arya Tilean					apor	n: Sw	ord, [Dagger, Crossbow
Tilean Marksman hired sword		arn	armour: Light armour					
				rule	es: S	tead	y Har	nds, Dead Eye Shot
Comba	t X Shoo	ting	Academi	Strength	Spe	ed S	pecial	5 10 15 20 25 30
4 3	4	3	3	1 3	1	7	Sv	
7 3	-		J	' 3		<u>'</u>		2 xp
Khorghar {15GC}								
Wolf		•			es: A	nima	al, Pa	ck Leader
x1								
9 3	BS DS	3	3	1 3	1	5	Sv	
9 3	0	<u>၂</u> ၁	<u> </u>	1 3		ပ		0 xp

Chron {15GC} Wolf x1 9 3 0 3 3 1 3 1 5 -					
Value	Chron {15GC}				
Akhar {15GC} Wolf x1 9 3 0 3 3 1 3 1 5 - 0 0 xp Lancel {33GC} Hunter x1 4 3 3 3 3 1 3 1 7 - XX 0 0 2 xp Weapon: Mace, Dagger, Javelin x1		rules: Animal, Pack Leader			
Akhar {15GC} Wolf x1 Page 1 and 1	x1				
Akhar {15GC} Wolf x1 Page 1 and 1					
Akhar {15GC} Wolf x1 9 3 0 3 3 1 3 1 5 -		3 1 5 -			
Wolf x1		υχρ			
Wolf x1	Aldrew (4500)				
Second State Seco		rulos: Animal Dack Loador			
9 3 0 3 1 3 1 5 -		Tules. Attitual, Fack Leadel			
Lancel {33GC} Hunter	XI				
Lancel {33GC} Hunter		1 A Ld Sv510			
Hunter x1 Weapon: Mace, Dagger, Javelin 2 xp Janei {33GC} Hunter x1 Weapon: Mace, Dagger, Javelin 2 xp Willem {33GC} Hunter x1 Weapon: Mace, Dagger, Javelin 2 xp Willem {33GC} Hunter x1 Weapon: Mace, Dagger, Javelin 2 xp	9 3 0 3 3 1	3 1 5 -			
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Janei {33GC} Hunter weapon: Mace, Dagger, Javelin x1 2 xp Willem {33GC} Hunter weapon: Mace, Dagger, Javelin x1 x1					
Hunter x1 weapon: Mace, Dagger, Javelin x1		Σλρ			
Hunter x1 weapon: Mace, Dagger, Javelin 2 xp Willem {33GC} Hunter x1 weapon: Mace, Dagger, Javelin 2 xp weapon: Mace, Dagger, Javelin weapon: Mace, Dagger, Da	Ionoi (22CC)				
X1		weapon: Mace Dagger Javelin			
Willem {33GC} Hunter x1 weapon: Mace, Dagger, Javelin		Trouponi maco, Daggon, Carolini			
Willem {33GC} Hunter weapon: Mace, Dagger, Javelin x1	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \				
Willem {33GC} Hunter weapon: Mace, Dagger, Javelin x1		2 4 7 Sv 5 10			
Hunter weapon: Mace, Dagger, Javelin x1	4 3 3 3 3 1	3 1 7 - 			
Hunter weapon: Mace, Dagger, Javelin x1					
X1 M WS BS S T W I A Ld Sv 5 10					
M WS BS S T W I A Ld Sv 5 10		weapon: Mace, Dagger, Javelin			
	x1				
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4 3 3 3 1 3 1 7 -	4 3 3 3 3 1	3 1 7 - 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0			