

**Warband** *Stormcrows*  
**Name:** (Mercenaries of Middenheim)

**Warband** 144 **Rout** 4 **Gold** 12 **Shards:** 1  
**Rating:** **Limit:** **Coins:**

**Name:** Daario Naharis

M	WS	BS	S	T	W	I	A	LD	Sv
4	4	4	4	3	1	5	2	8	-

**Type:** Mercenary Captain

**Experience:** 34 [+2]

**Weapons:**

Halberd, Crossbow

**Armour:**

Rabbits Foot, Toughened Leather, Shield

**Skill Lists:** Strength, Shooting, Academic, Combat, Speed

**Rules:** Leader, Wyrdstone Hunter, Nimble

**Name:** Sallor the 3nd

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

**Type:** Champion

**Experience:** 8 [+3]

**Weapons:**

Halberd, Bow

**Skill Lists:** Combat, Strength, Speed

**Name:** Prendahl na Ghezn

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

**Type:** Champion

**Experience:** 14 [+3]

**Weapons:**

Halberd

**Skill Lists:** Combat, Strength, Speed

**Rules:** Resilient

**Name:** Loki

M	WS	BS	S	T	W	I	A	LD	Sv
4	5	3	3	3	1	3	1	8	-

**Type:** Swordsman

**Experience:** 2 [+2]

**Weapons:**

Sword, Sword

**Rules:** Expert Swordsman

**Name:** Widower

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

**Type:** Youngblood

**Experience:** 7 [+1]

**Weapons:**

Halberd

**Skill Lists:** Combat, Strength, Speed

**Rules:** Pit Fighter, Mighty Blow

**Name:** Jokin the 2nd

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

**Type:** Youngblood

**Experience:** 4 [+2]

**Weapons:**

Mace, Mace

**Skill Lists:** Combat, Strength, Speed

\* the [+\*] notation behind the experience states how many xp you need to gain the next advance

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**Name:** The Snipers

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Sv</b>
4	3	3	3	3	1	3	1	7	-

**Type:** 4 Marksman

**Weapons:**

Bow, Dagger

**Name:** The Brave Men

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Sv</b>
4	3	3	3	3	1	3	1	7	-

**Type:** 5 Warrior

**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 Leader's Leadership instead of its own.

**Wyrystone Hunter (Academic)**

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

**Nimble (Shooting)**

The warrior may move and fire with weapons that are normally only used if the firer has not moved.

**Resilient (Strength)**

All enemies gain -1 to Strength against this hero in close combat. This does not affect the armour modifiers.

**Expert Swordsman (Combat)**

The hero may re-roll to-hit rolls with swords (normal swords or weeping blades) when charging.

**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.

**Mighty Blow (Strength)**

The hero adds +1 to wound in close combat (except with pistols). Critical hit chances are not changed by this.

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## Equipment

**Shield**

Add +1 to your armour save.

**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

**Crossbow (Strength 4, Range 30)**

The weapon may only be fired if the model did not move this turn.

**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 ruins).