Warband Name:	Uruk-Hai (Orcs & Goblins)	Warband Rating:	141	Rout Limit:	5	Gold Coins:	1	Shards:	0

Name:	Zappa							Type:	Orc Shaman		Experience:	13 [+1]

M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:
4	3	3	3	4	1	3	1	7	-	Mace, Dagger

Rules: Wizard (Zzap!), Resilient

Name:	Da Fist							Type:	Big 'Un		Experience:	19 [+1]

M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:
4	4	3	3	4	1	3	1	7	-	Dagger, Dagger, Crossbow

Rules: Nimble

Name:	Da Brute							Type:	Big 'Un		Experience:	19 [+1]

M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:
4	4	3	3	4	1	3	1	7	-	Dagger, Dagger, Crossbow

Rules: Leader (T-4), Nimble

Name:	Da Waaagh							Type:	4 Orc Boy	

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

Rules: Animosity

Name:	Da Sniperz							Type:	1 Orc Boy	

M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:
4	3	3	3	4	1	2	1	7	-	Dagger, Bow

Rules: Animosity

Name:	Da Green Tide							Type:	6 Goblin Warrior	

M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:
4	2	3	3	3	1	3	1	5	-	Short Bow, Dagger, Dagger

Rules: Animosity, Not Orcs

Name:	Da Cannon Foddr							Type:	4 Goblin Warrior	

M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:
4	2	3	3	3	1	3	1	5	-	Dagger, Dagger

Rules: Animosity, Not Orcs

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

Notes

Name: Boss Maan (returns in T-4) **Type:** Orc Boss **Experience:** 23 [+1]

M	WS	BS	S	T	W	I	A	LD	Sv		Weapons:
4	4	3	4	4	1	3	1	8	-		Dagger

Rules: Leader

Skills and other Rules

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

Animosity — At the start of every turn, roll a D6 for this model:

1 - The model taunts the nearest friendly Orc or Goblin Henchman. That henchman charges the model.
They fight this round of combat and break away from combat at the end of the round.
If there is no model within charge reach, the model itself fires a missile weapon at the nearest friendly henchman.

2-5: Nothing happens.

6: The model moves as quickly as possible towards the nearest enemy model, charging if possible.
When there is no enemy model in sight, it makes a normal movement (additional to its movement in the Movement Phase!).
If the move takes it in charge range of an enemy model, it has to charge in the movement phase.

Not Orcs — Each model with this rule counts as half a model when calculating rout limits. You may only have twice as many not Orcs in your warband as you have Orcs. There may never be more squigs than Goblins in your warband.

Spells

Zzap! (Lesser Magic) [9+] — Range 12".
Causes D3 hits with S4 on the closest enemy model, that ignore armour saves.

Equipment

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

Crossbow (Strength 4, Range 30) — The weapon may ony be fired if the model did not move this turn.

Bow (Strength 3, Range 24)

Short Bow (Strength 3, Range 16)