

Warband Name: Uruk-Hai (Orcs & Goblins) Warband Rating: 216 Rout Limit: 6 Gold Coins: 16 Shards: 0

Name: Boss Maan Type: Orc Boss Experience: 23 [+1]

M	WS	BS	S	T	W	I	A	LD	Sv
4	4	3	4	4	1	3	1	9	-

Weapons: Bow, Mace, Dagger

Armour: Rabbits Foot, Wyrðstone Pendulum, Halfling Cookbook

Skill Lists: Strength, Shooting, Speed, Combat, Special

Rules: Leader

Name: Da Brute Type: Big 'Un Experience: 30 [+2]

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

Weapons: Halberd, Dagger, Crossbow

Armour: Rabbits Foot

Skill Lists: Strength, Shooting, Combat, Special

Rules: Nimble, Resilient

Name: Da Fist Type: Big 'Un Experience: 30 [+2]

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

Weapons: Halberd, Dagger, Crossbow

Armour: Rabbits Foot

Skill Lists: Strength, Shooting, Combat, Special

Rules: Nimble, Resilient, Frenzy

Name: Zappa Type: Orc Shaman Experience: 24 [+4]

M	WS	BS	S	T	W	I	A	LD	Sv
4	3	3	3	5	1	3	1	7	-

Weapons: Halberd, Dagger

Armour: Rabbits Foot

Skill Lists: Strength, Special

Rules: Wizard (Zzap!), Resilient, Mind Focus, Pit Fighter, Fearsome, Mighty Blow

Name: Da Young Blood Type: Orc Boy Experience: 4 [+2]

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

Weapons: Halberd, Dagger, Blunderbuss

Armour: Rabbits Foot

Skill Lists: Strength, Shooting

Rules: Weapons Expert, Resilient, Fearsome

Name: Da Green Horn Type: Orc Boy Experience: 0 [+2]

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

Weapons: Dagger, Dagger, Blunderbuss

Armour: Rabbits Foot

Skill Lists: Strength, Shooting

Rules: Weapons Expert

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

<i>Warband Name:</i>	<i>Uruk-Hai (Orcs & Goblins)</i>	<i>Warband Rating:</i>	216	<i>Rout Limit:</i>	6	<i>Gold Coins:</i>	16	<i>Shards:</i>	0
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<i>Name:</i> Da Waaagh										<i>Type:</i> 1 Orc Boy	
<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>LD</i>	<i>Sv</i>	<i>Weapons:</i>	
4	3	3	3	4	1	2	1	7	-	<i>Bow, Dagger, Dagger</i>	
<i>Rules:</i> Animosity											

<i>Name:</i> Da Green Tide										<i>Type:</i> 4 Goblin Warrior	
<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>LD</i>	<i>Sv</i>	<i>Weapons:</i>	
4	2	3	3	3	1	3	1	5	-	Short Bow, Dagger, Dagger	
<i>Rules:</i> Animosity, Not Orcs											

<i>Name: Da Cannon Foddr</i>										<i>Type: 6 Goblin Warrior</i>	
<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>LD</i>	<i>Sv</i>	<i>Weapons:</i>	
4	2	3	3	3	1	3	1	5	-	<i>Dagger, Dagger</i>	
<i>Rules: Animosity, Not Orcs</i>											

<i>Name:</i> Claws 'n Teeth										<i>Type:</i> 4 Cave Squigs		
<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>LD</i>	<i>Sv</i>			
2D6	4	0	4	3	1	4	1	5	-			
<i>Rules:</i> Minderz, Not Orcs												

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

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Notes

Winning "The Statue of Count Gothard" +1Ld on Leader

Winning "The City Hall" Modify 1 Exploration dice by +1/-1

Skills and other Rules

Leader

Any model within 6" may use the Leaders Leadership instead of its own.

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.

Frenzy

Frenzied models must always charge if there are any enemy models within charge range. Frenzied warriors fight with double their Attacks characteristic in hand-to-hand combat. Once they are within charge range, frenzied warriors are immune to all other psychology. If a frenzied model is knocked down or stunned, he is no longer frenzied. He continues to fight as normal for the rest of the battle.

Mind Focus (Academic)

The hero may reroll one dice roll used in the difficulty roll.

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.

Fearsome (Strength)

The model causes fear in opposing models.

Mighty Blow (Strength)

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

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.

Minderz

The squig must always be within 6" of a Goblin.

If at the start of its Movement phase it is not within 6" of a Goblin, it is no longer under the control of the player (for the rest of the game!).

From that point on, it will randomize the movement direction and attack any model it comes in contact with (friend or foe).

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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
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
Bow (Strength 3, Range 24)	
Crossbow (Strength 4, Range 30)	The weapon may only be fired if the model did not move this turn.
Blunderbuss (Strength 3, Range 16)	When firing the blunderbuss, draw a line 16" long and 1" wide in any direction from the firer (the line must be absolutely straight). If the line becomes obstructed by a wall it will stop. Any and all models in its uninterrupted path are automatically hit by a Strength 3 hit. It may only be fired it once per battle.
Short Bow (Strength 3, Range 16)	
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).
Wyrdstone Pendulum	If he was not taken out, the Hero using the Wyrdstone Pendulum may make a Leadership test after the battle. If he is successful, you may re-roll any one dice in the Exploration phase.