

Warband Name:	Uruk-Hai (Orcs & Goblins)	Warband Rating:	149	Rout Limit:	5	Gold Coins:	55	Shards:	1
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Name:	Da Fist	Type:	Big 'Un	Experience:	22 [+2]						
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:	Armour:
4	4	3	3	4	1	3	2	7	-	Halberd, Dagger, Crossbow	Rabbits Foot
Rules: Nimble											

Name:	Da Brute	Type:	Big 'Un	Experience:	25 [+3]						
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:	Armour:
4	4	3	3	4	1	4	1	8	-	Dagger, Dagger, Crossbow	Rabbits Foot
Rules: Leader (T-2), Nimble, Resilient											

Name:	Zappa	Type:	Orc Shaman	Experience:	17 [+3]						
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:	Armour:
4	3	3	3	4	1	3	1	7	-	Mace, Dagger	Rabbits Foot
Rules: Wizard (Zzap!), Resilient, Mind Focus, Pit Fighter, Fearsome											

Name:	Da Brute	Type:	Orc Boy	Experience:	0 [+2]						
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:	Armour:
4	3	3	3	4	1	2	1	7	-	Dagger, Dagger, Bow	Rabbits Foot
Rules: Weapons Expert											

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 Green Tide	Type:	5 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

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Notes

Name: Boss Maan (returns in T-2)

Type: Orc Boss

Experience: 23 [+1]

M WS BS S T W I A LD Sv

4 4 3 4 4 1 3 1 8 -

Weapons:

Dagger

Rules: Leader

Skills and other Rules

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.

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.

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

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

Dagger (Strength +0)

Enemy save modifier +1. If it has none, it gets a 6+ armor save

Mace (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.