The Revolting Dwarfs

Dwarf Rangers

Alignment:

Warband Rating Cale	ulator	Treasury		Stored Equipment
Hero Total Experience:	39 (+5)	Gold Crowns:	5	an D
Henchmen Total Experience:	40 `			
Members (12) x 5:	60	Shards:	0	
Large Creatures (0) x 20:	0			,
Hired Swords: (1)	0	Treasure:		
Dramatis Personae: +				
Total Rating:	144	Routtest:	3	

Warband Ob	pjective
Objective: The Lure of Fortune	
Achievements:	
	Campaign Points: 4 X X X X D

Notes (Skill Descriptions, Spell Descriptions, etc.):

Roll for runes before battle (1D6 -> Rune, (2x) 2D6 -> Difficulty (2=damaged, <=no effect, >==profit!)

Blackblood (Ragnar) = Anyone in base contact got S3 hit if wounded

Expert Axeman (Ragnar) = Reroll all failed hits when charging (axe only)

Helmet (Ragnar, Floki) = 4+ save against stunned

Two-Weapon Master (Ivar) = hit on 3 and 3, not 3 and 5

Cutting Edge (Axe) = -1 save modifier

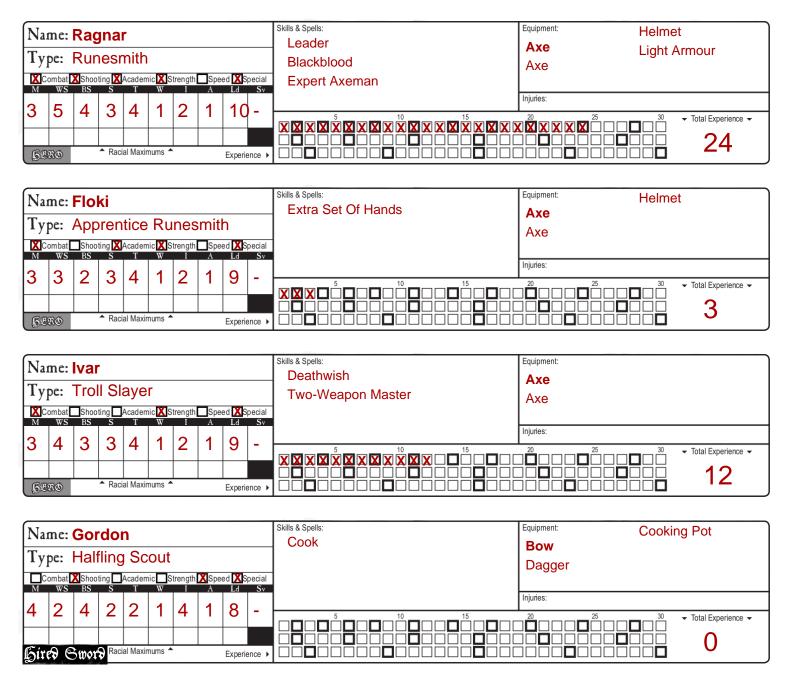
Rout test on 4 OOA this time (thanks Gordon) (Roll 2D6; >10 => Game over)

Hard to kill (1,2 = knocked down, 3,4,5 = stunned, 6 = ooa)

Hatred on Orcs/Goblins (Reroll missed hit on any fight in first round)

Use Bow as much as possible (Range 24", S3)

Incomarable Miners (+1 Wyrdstone at the end (3 heros + 1 = 4 WS))



Nan	Jame: Beard Mob Genchmen							Sens	ßmen	Skills & Special Rules: Equipment:			
Type: Beardling Number: 4						1	Numl	ber:	4	Dagger	Dagger		
M	M WS BS S T W I A Ld					I			Sv	Dagger			
3	4	2	3	4	1	2	2	8	-				
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Nan	ne:	The	Fr	ıfor	cer	S		Bene	ßmen	Skills & Special Rules: Equipment:)		
Name: The Enforcers Type: Beardling Number: 4							Juml			Dagger			
M WS BS S T W I A Ld Sv						1				Dagger			
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3	4	2	3	4	1	2	1	8	-		Group Experience		