The Revolting Dwarfs

Dwarf Rangers

Alignment: Lawful/Neutral

Warband Rating Calcula	ator	Treasu	ry	Stored Equipment
Hero Total Experience:	74 (+5)	Gold Crowns:	44	
Henchmen Total Experience:	86 ` ´			
Members (12) x 5:	60	Shards:	0	
Large Creatures (0) x 20:	0			
Hired Swords: (0)	0 (+0)	Treasure:		
Dramatis Personae: (0) +	0 ` ′	Sell shard:	12	
Total Rating:	225	Routtest:	3 (12)	

	Warband Objective
Objective: The Lure of Fortune	
Achievements:	
Land Train	
Silk Trader	

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

Inscribe rune before battle ((2x) 2D6 -> 8+ = M+1, 2 = 1GC replacement, no effect)

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

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

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

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

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

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

Parry for Dwarf Axes

Fated/Extra Tough = Reroll serious injuries once

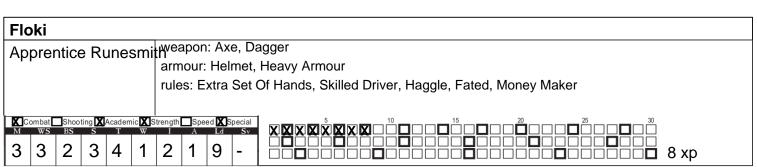
Cutting Edge (Axe) = -1 save modifier

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

Incomarable Miners (+1 Wyrdstone at the end (roll for 4 heros))

Haggle = -2D6 GC from a item on buy, 1x per post battle sequence

Ragnar										
Runesmith weapon: Axe, Axe armour: Helmet, Light Armour, Lucky Charm rules: Leader, Blackblood, Expert Axeman									Light Armour, Lucky Charm	
X C M	ombat ws	XShoo BS	ting X	Acader T 4	mic X S W	Strength 3	Spe A	ed XI Sp Ld 10	ecial Sv	XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX



Bjorn															
Troll Slayer						weapon: Dwarf Axe, Dagger									
·				armour: Lucky Charm											
					r	rules: Deathwish									
₩		7 01	1571		NZIa		10 .	NZ la		5 40 45 90 95 90					
M	ws	BS BS	ting [X]. S	Academi T	c X Stre	gth	A	Ld Ld	Sv						
3	5	3	3	4	1 2	2 1	1 1	10	-	15 xp					
										· · · · · · · · · · · · · · · · · · ·					
Iva	r														
Tro		lave	i.		V	eap	on: l	Dw	arf A	xe, Dwarf Axe					
	•	, .				armour: Lucky Charm									
					r	rules: Deathwish, Two-Weapon Master, Extra Tough									
			_												
M Co	mbat WS	Shoo BS	ting	Academi T	c X Stre	gth	A A	K S	Sv						
3	6	3	3	4	1 2	2 1	1 9	9	-	20 xp					
Bea	ard	Мо	b												
Bea	ardl	ing			V	weapon: Axe, Dagger									
х4	x4					armour: Helmet									
М	ws	BS	s	Т	w	T A Id Sv									
3	4	3	3	4	1 2	2 2	2 8	3	-						
The Enforcers															
Beardling					V	weapon: Dwarf Axe, Dagger									
х3		Ū			a	armour: Heavy Armour									
M	w/s	D.C.		т.	W			-1	S						
3	4	2	3	4	1 3	3 7	$\hat{2} \mid \hat{\epsilon}$	3	<u>-</u>						
Sni	Snipers														
Dwarf Ranger					v	weapon: Crossbow, Axe, Dagger									
x1						armour: Light Armour									
•••															
3	ws 4	3	3	4	1 3	,	1 9)	Sv	XX - 5 10 2 xp					
<u> </u>	Т			F	-		. -			ZACCECCCECCCE Z XP					