The Revolting Dwarfs

Dwarf Rangers

Alignment: Lawful/Neutral

Warband Rating Calcu	lator	Treasu	ry	Stored Equipment
Hero Total Experience:	68 (+5)	Gold Crowns:	10	
Henchmen Total Experience:	78 ` ´			
Members (12) x 5:	60	Shards:	2	
Large Creatures (0) x 20:	0			
Hired Swords: (0)	0 (+0)	Treasure:		
Dramatis Personae: (0) +	0 ` ´	Sell shard:	12	
Total Rating:	211	Routtest:	3 (12)	

	Warband Objective
Objective: The Lure of Fortune	
Achievements:	
Land Train	
	$\mathbf{X}\mathbf{X}\mathbf{X}\mathbf{X}\mathbf{X}\mathbf{X}\mathbf{X}$
	8
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

Ra	gna	ar														
Runesmith weapon: Dwarf Axe, Axe																
armour: Helmet, Heavy Armour																
						rules: Leader, Blackblood, Expert Axeman										
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3	5	4	3	4	1	3	1 10 -	29 xp								

	Floki										
Αp	Apprentice Runesmit Weapon: Dwarf Axe, Dagger										
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rules: Extra Set Of Hands, Skilled Driver, Haggle, Fated											
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Bjc	rn													
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,						armour: Lucky Charm								
					rι	rules: Deathwish								
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Beardling						weapon: Axe, Dagger								
x3						armour: Light Armour								
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Dwarf Ranger						weapon: Crossbow, Dagger								
x1					а	armour: Light Armour								
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