The Revolting Dwarfs

Dwarf Rangers

Alignment:

Warband Rating Calculato	î	Ттеаѕит	У	Stored Equipment
	52 (+5)	Gold Crowns:	15	Day 1
Henchmen Total Experience:	46			
Members (11) x 5:	55	Shards:	1	
Large Creatures (0) x 20:	0			,
Hired Swords: (1)	1 (+5)	Treasure:		
Dramatis Personae: (0) +	0			
Total Rating:	164	Routtest:	3 (12)	

Warband Objective					
Objective: The Lure of Fortune					
Achievements: Land Train					
	Campaign Points: 5				
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)

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

Helmet (Ragnar, Floki, Mob, Cook) = 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 3 OOA this time (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))

Name: Ragnar										Skills & Spells: Leader	Axe Helmet Light Armour	
Type: Runesmith										Blackblood	Axe	Light Amoul
X C	Combat Shooting Academic Strength Speed Special M WS BS S T W I A Ld Sv								Special Sv	Expert Axeman		
3	5	4	3	4	1	2	1	10			Injuries:	
<u> </u>	<u> </u>	4	<u>ی</u>	4	Ľ	_	<u>'</u>	10	<u> </u>			25 ▼ Total Experience ▼
												26
SENS A Racial Maximums A Experience ▶								Experi	ience 🕨			

Ty										Skills & Spells: Extra Set Of Hands Skilled Driver Haggle	Equipment: Helmet Dwarf Axe Dagger Dagger Injuries:				
3 5£	3	2	3 [▲] Raci	4 al Maxir	nums 4	_	1	9 Experie	ence ▶	XXXX					

