The Revolting Dwarfs

Dwarf Rangers

Alignment:

Warband Rating Calculator		Treasury		Stored Equipment
Hero Total Experience:	60 (+5)	Gold Crowns:	1	1x Dagger
Henchmen Total Experience:	60	Shards:	0	
Members (12) x 5:	60	Treasure:		
Large Creatures (0) x 20:	0			
Hired Swords: (1)	2 (+5)			
Dramatis Personae: (0) +	0			
Total Rating:	192	Routtest:	4 (13)	

Warband Objective

Objective: **The Lure of Fortune**

Achievements:
Land Train

Campaign Points: 6

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
Parry for Dwarf Axes
Fated/Extra Tough = Reroll serious injuries once
Cutting Edge (Axe) = -1 save modifier
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**

Type: Runesmith

Combat, Shooting, Academic, Strength, Special

M	WS	BS	S	T	W	I	A	Ld	Sv
3	5	4	3	4	1	2	1	10	-

HERO — Racial Maximums — Experience

Skills & Spells:
Leader
Blackblood
Expert Axeman

Equipment:
Axe
Axe
Helmet
Heavy Armour

Injuries:

Total Experience: 27

Name: **Floki**

Type: Apprentice Runesmith

Combat, Academic, Strength, Special

M	WS	BS	S	T	W	I	A	Ld	Sv
3	3	2	3	4	1	2	1	9	-

HERO — Racial Maximums — Experience

Skills & Spells:
Extra Set Of Hands
Skilled Driver
Haggle
Fated

Equipment:
Dwarf Axe
Dagger
Dagger
Helmet
Light Armour

Injuries:

Total Experience: 6

Name: **Bjorn**

Type: Troll Slayer

[X] Combat [ ] Shooting [X] Academic [X] Strength [ ] Speed [X] Special

M	WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	4	1	2	1	10	-

HERO — Racial Maximums — Experience

Skills & Spells:
Deathwish

Equipment:
Dwarf Axe
Dagger
Shiny Axe
Lucky Charm

Injuries:

Total Experience: 11

Name: **Ivar**

Type: Troll Slayer

[X] Combat [ ] Shooting [ ] Academic [X] Strength [ ] Speed [X] Special

M	WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	4	1	2	1	9	-

HERO — Racial Maximums — Experience

Skills & Spells:
Deathwish
Two-Weapon Master
Extra Tough

Equipment:
Dwarf Axe
Axe
Dagger
Lucky Charm

Injuries:

Total Experience: 16

Name: **Gordon**

Type: Halfling Scout

[ ] Combat [X] Shooting [ ] Academic [ ] Strength [X] Speed [X] Special

M	WS	BS	S	T	W	I	A	Ld	Sv
4	2	4	2	2	2	4	1	8	-

Hired Sword — Racial Maximums — Experience

Skills & Spells:
Cook

Equipment:
Bow
Dagger
Cooking Pot

Injuries:

Total Experience: 2

Name: **Beard Mob** — Henchmen

Type: Beardling — Number: **4**

M	WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	4	1	2	2	8	-

Skills & Special Rules:

Equipment:
Dagger
Dagger
Helmet

Group Experience: 9

Name: **The Enforcers** — Henchmen

Type: Beardling — Number: **3**

M	WS	BS	S	T	W	I	A	Ld	Sv
3	4	2	3	4	1	2	2	8	-

Skills & Special Rules:

Equipment:
Axe
Dagger
Light Armour

Group Experience: 8

Name: **Snipers** — Henchmen

Type: Dwarf Ranger — Number: **1**

M	WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	4	1	2	1	9	-

Skills & Special Rules:

Equipment:
Crossbow
Dagger

Group Experience: 0