

Warband Name:		Uruk-Hai (Orcs& Goblins)				Warband Rating:		128		Rout Limit:		5		Gold Coins:		6		Shards		0	
Name: Da Fist										Type: Big 'Un				Experience				21 [+3]			
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons				Armour							
4	4	3	3	4	1	3	2	7	-	Mace, Dagger, Crossbow				Rabbits Foot							
Rules: Nimble																					

Name: Da Brute										Type: Big 'Un				Experience				22 [+2]			
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons				Armour							
4	4	3	3	4	1	4	1	7	-	Dagger, Dagger, Crossbow				Rabbits Foot							
Rules: Leader (T-3), Nimble																					

Name: Da Waaagh										Type: 5 Orc Boy											
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons											
4	3	3	3	4	1	2	1	7	-	Dagger, Dagger											
Rules: Animosity																					

Name: Da Green Tide										Type: 6 Goblin Warrior											
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons											
4	2	3	3	3	1	3	1	5	-	Short Bow, Dagger, Dagger											
Rules: Animosity Not Orcs																					

Name: Da CannonFoddr										Type: 4 Goblin Warrior											
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons											
4	2	3	3	3	1	3	1	5	-	Dagger, Dagger											
Rules: Animosity Not Orcs																					

* the [+*] notation behind the experience states how many xp you need to gain the next advance

Warband
Name:

Uruk-Hai (Orcs&
Goblins)

Warband
Rating:

128 Rout
Limit:

5 Gold
Coins:

6 Shards 0

Notes

Name: Boss Maan (returns in T-3)

Type: Orc Boss

Experience 23 [+1]

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

Weapons

Dagger

Rules: Leader

Name: Zappa (returns in T-1)

Type: Orc Shaman

Experience 17 [+3]

M	WS	BS	S	T	W	I	A	LD	Sv
4	3	3	3	4	1	3	1	7	-

Weapons

Dagger

Armour

Rabbits Foot

Rules: Wizard(Zzap), Resilient, Mind Focus, Pit Fighter, Fearsome

Skills and other Rules

Nimble (Shooting)

The warrior may move and fire with weapons that are normally only used if the firer has not moved.

Animosity

At the start of every turn, roll a D6 for this model:

1 - The model taunts the nearest friendly Orc or Goblin Henchman. The henchman charges the model.

They fight this round of combat and break away from combat at the end of the round.

If there is no model within charge reach, the model itself fires a missile weapon at the nearest friendly henchman

2-5: Nothing happens.

6: The model moves as quickly as possible towards the nearest enemy model, charging if possible.

When there is no enemy model in sight, it makes a normal movement (additional to its movement in the Movement Phase!).

If the move takes it in charge range of an enemy model, it has to charge in the movement phase.

Not Orcs

Each model with this rule counts as half a model when calculating rout limits. You may only have twice as many not Orcs in your warband as you have Orcs. There may never be more squigs than Goblins in your warband.

Equipment

Mace (Strength+0)

A roll of 2-4 is treated as stunned when rolling to see the extent of a model's injury

Dagger (Strength+0)

Enemy save modifier +1. If it has none, it gets a 6+ armor save

Crossbow (Strength 4, Range 30)

The weapon may only be fired if the model did not move this turn.

Short Bow (Strength 3, Range 16)

Rabbits Foot

The wearer may re-roll one dice during the battle. If it is not used during the battle it, can be used to re-roll one dice during Exploration (provided the wearer may search the ruin).