The Revolting Dwarfs

Dwarf Rangers

Alignment: Lawful/Neutral

Warband Rating Calcula	itor	Treasur	ry	Stored Equipment
Hero Total Experience:	78 (+5)	Gold Crowns:	78	
Henchmen Total Experience:	94`′			
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:	237	Routtest:	3 (12)	

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

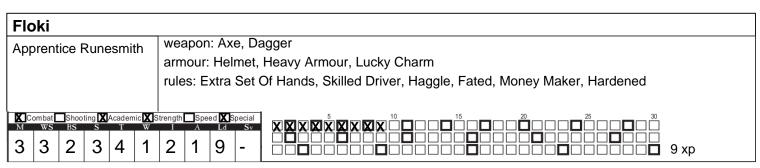
Use Bow as much as possible (Range 24", S3)

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

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

Money Maker = + D6+2 GC

Ra	Tactician = Relocate Warband on start and 12" into the board Ragnar												
Runesmith				weapon: Axe, Axe									
				armour: Helmet, Light Armour, Lucky Charm									
						rules: Leader, Blackblood, Expert Axeman, Tactician							
X Co	mbat WS	X Shoo	ting X	Acader T	nic X S	Strength	Speed X S	cial XX	$\begin{array}{cccccccccccccccccccccccccccccccccccc$				
3	5	4	3	4	1	3	1 10			32 xp			



Bjorn															
Troll Slayer						weapon: Dwarf Axe, Dagger									
			armour: Lucky Charm												
					rules: Deathwish, Fearsome										
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3	5	3	3	4	1	2	1	10	-	16 xp					
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Iva	r														
Tro	l Sla	yer				wea	apon	: Dw	arf A	xe, Dwarf Axe					
		•							-	harm					
						rule	rules: Deathwish, Two-Weapon Master, Extra Tough								
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M C	ws	Shoo BS	ting	Academ T	c IXI S W	trength	Spee A	ed [X_]S Ld I	Sv.						
3	6	3	3	3	1	2	1	9	-	21 xp					
Ве	ard	Мо	b												
Be	ardl	ing				weapon: Axe, Dagger									
х4						armour: Helmet									
М	ws	RS	S	т	w	Ţ	A	Id	Sv						
3	4	3	3	4	1	2	2	8	-						
Th	e Ei	nfo	rcei	·s											
					weapon: Dwarf Axe, Dagger										
x3			armour: Heavy Armour												
	Wic	D.C.													
3	4	2	3	4	1	3	2	8	- Sv						
										10 Αβ					
Sn	Snipers														
Dwarf Ranger					weapon: Crossbow, Axe, Dagger										
x1			armour: Light Armour, Lucky Charm												
···															
3	4	3	3	4	1	3	1	9	Sv	XXX 5 3 xp					
			-	1											