The Revolting Dwarfs

Dwarf Rangers

Alignment: Lawful/Neutral

| Warband Rating Cale | ulator | Treasu | ry | Stored Equipment |
|-----------------------------|---------|--------------|--------|------------------|
| Hero Total Experience: | 78 (+5) | Gold Crowns: | 84 | |
| 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 | |
| | XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX |

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

Tactician = Relocate Warband on start and 12" into the board

| Ra | gna | ar | | | | | | | | |
|--------------|----------|------------|---------|-------------|---------|------------|------|-----|--------------|---|
| Rur | nesn | nith | | | | arm | our: | Hel | | ke Light Armour, Lucky Charm ackblood, Expert Axeman, Tactician |
| X C M | ombat ws | Shoo BS | sting X | Acaden T | nic X S | Strength 3 | Spec | 10 | pecial Sv | XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX |

| Flo | oki | | | | | | | | | |
|--------------|---------|----------|--------|-------------|---------|------------|----------|---------------|---------------|--|
| App | pren | tice I | Rune | esmi | th | arm | our: | Hel | met, | agger Heavy Armour, Lucky Charm Of Hands, Skilled Driver, Haggle, Fated, Money Maker, Hardened |
| X C M | ws 3 | Shoot BS | ting X | Acader T | mic X S | Strength 1 | Spe A | ed X E | Special Sv | XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX |

| Bjorn | | | | | | | | |
|--|--|--|--|--|--|--|--|--|
| Troll Slayer weapon: Dwarf Axe, Dagger | | | | | | | | |
| armour: Lucky Charm | | | | | | | | |
| rules: Deathwish, Fearsome | | | | | | | | |
| | | | | | | | | |
| Combat Shooting Academic X Strength Speed Special M WS BS S T W A Ld Sv X X X X X X X X X X X X X X X X X X | | | | | | | | |
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| | | | | | | | | |
| Ivar | | | | | | | | |
| weepen Durent Ave Durent Ave | | | | | | | | |
| Troll Slayer weapon: Dwari Axe, Dwari Axe armour: Lucky Charm | | | | | | | | |
| rules: Deathwish, Two-Weapon Master, Extra Tough | | | | | | | | |
| | | | | | | | | |
| Combat Shooting Academic Strength Speed Sp | | | | | | | | |
| | | | | | | | | |
| 3 6 3 3 1 2 1 9 - | | | | | | | | |
| Beard Mob | | | | | | | | |
| | | | | | | | | |
| Beardling weapon: Axe, Dagger x4 armour: Helmet | | | | | | | | |
| A4 annoan riomist | | | | | | | | |
| M WS BS S T W I A Ld Sv 5 10 | | | | | | | | |
| 3 4 3 3 4 1 2 2 8 - XXXXXXXXXXXXXXXXXXXXXXXXXXX | | | | | | | | |
| | | | | | | | | |
| The Enforcers | | | | | | | | |
| Beardling weapon: Dwarf Axe, Dagger | | | | | | | | |
| x3 armour: Heavy Armour | | | | | | | | |
| M WS BS S T W I A Ld Sv 5 10 | | | | | | | | |
| 3 4 2 3 4 1 3 2 8 - XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX | | | | | | | | |
| | | | | | | | | |
| Snipers | | | | | | | | |
| Dwarf Ranger weapon: Crossbow, Axe, Dagger | | | | | | | | |
| x1 armour: Light Armour | | | | | | | | |
| M WS BS S T W I A Ld Sv | | | | | | | | |
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