| Warband Name: | Uruk-Hai (Orcs & Goblins) | Warband Rating: | 151 | Rout Limit: | 5 | Gold Coins: | 1 | Shards: | 0 |

Name: Zappa   **Type:** Orc Shaman   **Experience:** 13 [+1]

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

Weapons: Dagger

Rules: Wizard (Zzap!), Resilient

Name: Da Fist   **Type:** Big 'Un   **Experience:** 19 [+1]

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

Weapons: Dagger, Dagger

Rules: Resilient

Name: Da Brute   **Type:** Big 'Un   **Experience:** 19 [+1]

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

Weapons: Dagger, Dagger, Bow

Rules: Leader (T-4), Resilient

Name: Da Waaagh   **Type:** 7 Orc Boy

M	WS	BS	S	T	W	I	A	LD	Sv
4	3	3	3	4	1	2	1	7	-

Weapons: Dagger, Dagger

Rules: Animosity

Name: Da Green Tide   **Type:** 7 Goblin Warrior

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

Weapons: Short Bow, Dagger, Dagger

Rules: Animosity, Not Orcs

Name: Da Cannon Foddr   **Type:** 3 Goblin Warrior

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

Weapons: Dagger

Rules: Animosity, Not Orcs

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

Notes

Name:	Boss Maan (returns in T-4)	Type:	Orc Boss	Experience:	23 [+1]

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

Rules: Leader

Skills and other Rules

Resilient (Strength)	All enemies gain -1 to Strength against this hero in close combat. This does not affect the armour modifiers.
Animosity	At the start of every turn, roll a D6 for this model: 1 - The model taunts the nearest friendly Orc or Goblin Henchman. That 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.

Spells

Zzap! (Lesser Magic) [9+]	Range 12". Causes D3 hits with S4 on the closest enemy model, that ignore armour saves.

Equipment

Dagger (Strength +0)	Enemy save modifier +1. If it has none, it gets a 6+ armor save
Bow (Strength 3, Range 24)	
Short Bow (Strength 3, Range 16)	