



# Orks

**Alignment: chaotic**

Warband Rating Calculator		Treasury	Stored Equipment	
Hero Total Experience:	91 (+5)	Gold Crowns: 12		3x Dagger
Henchmen Total Experience:	15			
Members ( 13 ) x 5:	65	Shards: 2		Short bow
Large Creatures ( 1 ) x 20:	20			
Hired Swords: ( 1 )	5 (+0)	Treasure:		
Dramatis Personae: ( 0 ) +	0	Sell shard: 13		
Total Rating:	201	Routtest: 4 (14)		

Warband Objective	
Objective:	<b>Scrooge of the realm</b>
Achievements:	5CP, 10CP, Leader 30xp  <div style="text-align: right; margin-top: 10px;">                         Campaign Points: <span style="color: red; font-weight: bold;">12</span>   </div>

**Notes (Skill Descriptions, Spell Descriptions, etc.):**

- If encounter beastmen: roll D6 "Traces to Chaos" (1-3 nothing happens, 4-5 Leader is frenzy, 6 add 1CP to your warband).
- Animosity: 1 charge henchmen/hired sword if the next unit is not a hero, 2-5 do nothing, 6 charge next foe or move 4". Move another 4" in movement phase in enemy direction.
  - Charge if a foe is in charge range.
- Lucky charm: D6 4+ first hit discard for Grumlok (on 6 it cant be used anymore after, it breaks)
- Grumlok:
  - hates Scion of darknes leader, he has to charge them if in reach
  - 4+ stunned save
  - parry on >= hit
  - 5+ wound save (no mod)
  - Rabbits foot: reroll 1 dice during battle or if not ooA in exploration phase, roll D6, on 6 foot is destroyed

## Grumlok & Gazbag

Ork leader

Axe, Sword, Rabbit's foot  
Helmet, Steel Cloth, Light armour, Lucky charm  
Leader, I am the scougre, Remarkable duellist, Step Aside

<input checked="" type="checkbox"/> Combat <input checked="" type="checkbox"/> Shooting <input type="checkbox"/> Academic <input checked="" type="checkbox"/> Strength <input checked="" type="checkbox"/> Speed <input checked="" type="checkbox"/> Special									
M	WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	4	1	3	2	8	4

# Grommok

## Big'Un

Axe, Dagger  
Light armour  
Money maker

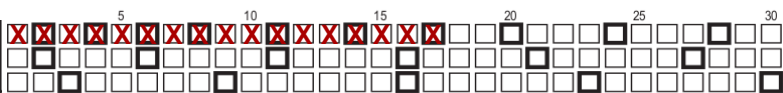
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# Big'Un

Hand weapon, Dagger

## Chest wound

<input checked="" type="checkbox"/> Combat		<input checked="" type="checkbox"/> Shooting		<input type="checkbox"/> Academic		<input checked="" type="checkbox"/> Strength		<input type="checkbox"/> Speed		<input checked="" type="checkbox"/> Special	
M	WS	BS	S	T	W	I	A	Ld	Sv		
4	4	3	3	3	1	3	2	7	-		



17 xp

## Shaman

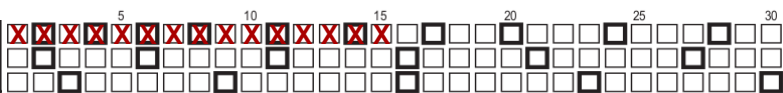
## Dagger

### Lucky charm

## Clubba, Hardened

## Chest wound

<input type="checkbox"/> Combat		<input type="checkbox"/> Shooting		<input type="checkbox"/> Academic		<input checked="" type="checkbox"/> Strength		<input type="checkbox"/> Speed		<input checked="" type="checkbox"/> Special	
M	WS	BS	S	T	W	I	A	Ld	Sv		
4	4	3	3	3	2	3	1	7	-		



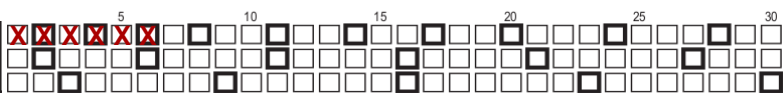
15 xp

## Ork boy

Hand weapon, Dagger

## Animosity

<input checked="" type="checkbox"/> Combat	<input type="checkbox"/> Shooting	<input type="checkbox"/> Academic	<input checked="" type="checkbox"/> Strength	<input type="checkbox"/> Speed	<input type="checkbox"/> Special				
M	WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	4	1	4	1	7	-



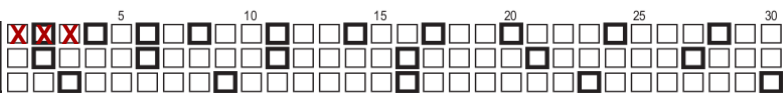
6 xp

## Ork boy

Hand weapon, Dagger

## Animosity

<input checked="" type="checkbox"/> Combat	<input type="checkbox"/> Shooting	<input type="checkbox"/> Academic	<input checked="" type="checkbox"/> Strength	<input type="checkbox"/> Speed	<input type="checkbox"/> Special				
M	WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	4	1	2	1	7	-



3 xp

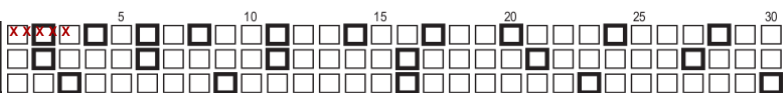
## Ogre Bodyguard

## Axe, Sword

Light armour, Helmet

## Slow-Witted, Fear, Large Target

<input checked="" type="checkbox"/> Combat	<input type="checkbox"/> Shooting	<input type="checkbox"/> Academic	<input checked="" type="checkbox"/> Strength	<input type="checkbox"/> Speed	<input type="checkbox"/> Special				
M	WS	BS	S	T	W	I	A	Ld	Sv
6	3	2	4	4	3	3	2	7	5



5 xp

## Ork boy

2x Dagger

## Animosity

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



3 xp

## Gmorkor, Norog

Hand weapon, Dagger

## Ork boy

## Animosity

x2

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

5 10

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4 xp

## Oggrot

2x Dagger

## Ork boy

## Animosity

x1

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

A number line from 0 to 15. The first box (0) contains a red X. Boxes 4, 8, and 14 are shaded black. The number 5 is written above box 5, and the number 10 is written above box 10.

1 xp

## Squig herder

## Squig prodder

## Goblin warrior

## Animosity, Not orks, Runts

x1

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

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3 xp

## Squigs

## Squig

## Movement, Minderz, Not orks, Animals

 $x^2$ 

	M	WS	BS	S	T	W	I	A	Ld	Sv
D6	4	0	4	3	1	4	1	5	-	

0 xp