Orks, Goblins and Squigs

Alignment: chaotic

Warband Rating Calcu	llator	Treasury		Stored Equipment	
Hero Total Experience:	113 (+5)	Gold Crowns:	157	Du. D	6 Dagger
Henchmen Total Experience:	13		_		Short bow
Members (9) x 5:	45	Shards:	0	2	SHOIL DOW
Large Creatures (1) x 20:	20			`	Hand weapon
Hired Swords: (2)	20 (+5)	Treasure:			'
Dramatis Personae: (0) +	0	Sell shard:	9		
Total Rating:	221	Routtest:	3 (11)		

	Warband Objective
Objective: Scrooge of the realm	
Achievements: 5CP, 10CP, Leader 30xp, 15CP	
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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:

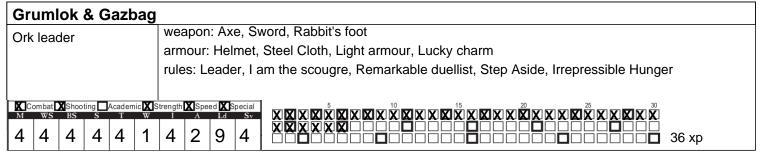
hates Scion of darknes leader, he has to charge them if in reach

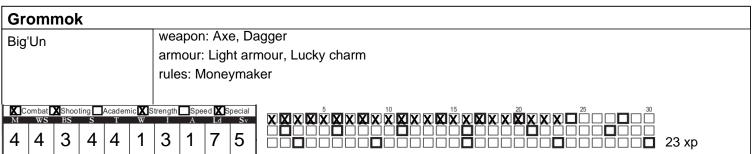
4+ stunned save

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





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Big'Un						weapon: Axe, Hand weapon						
				arn	armour: Light armour, Lucky charm							
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Ork boy	weapon: Hand weapon, Dagger					
x1	armour: Toughened leathers					
	rules: Animosity					
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Pink						
Ork boy	weapon: Hand weapon, Dagger					
x1	rules: Animosity					
. 4 3 3 3 4 1	2 2 7 - XXX - 3 xp					
Orange						
Ork boy	weapon: Hand weapon, Dagger					
x1	rules: Animosity					
M WS BS S T W 4 3 3 3 4 1	2 0 7 - X - 10 1 xp					