Orks, Goblins and Squigs

Alignment: chaotic

Warband Rating Calc	ulator	Ттеаѕиту	7	Stored Equipment		
Hero Total Experience:	92 (+5)	Gold Crowns:	4	Day 0	none	
Henchmen Total Experience:	20 ` ′			To the second		
Members (18) x 5:	90	Shards:	0	1		
Large Creatures (0) x 20:	0					
Hired Swords: (0)	0	Treasure:				
Dramatis Personae: +						
Total Rating:	207	Routtest:	5			

Warband Objective	
Objective: Scrooge of the realm	
Achievements:	
none	
	Campaign Points: 6 X X X X X X

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

- If encounter beastmen: roll D6 "Traces to Chaos" (1-3 nothing happen, 4-5 Leader is frenzy, 6 add 1CP to your warband).
- Concussion (2-4 stunned bei Clubs).
- 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 the movement phase and charge if the next foe is in charge range.
- Roll for random happenings.
- Don't forget to do the fear tests.
- +1 exploration dice next time discarding one
- 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

Na	Name: Grumlok & Gazbag									Skills & Spells: Leader	Equipment:	Steel Cloth	
	pc: Ork leader ombat X Shooting Academic X Strength X Speed X Special							ed 💢 S	pecial		Dagger	Heimet	
4	WS	BS 4	S	T 1	W	2	A	Ld 8	Sv 6		Injuries:		
4	4	4	4	4	<u>'</u>	3		0	0	XXXXXXXXXXXXXX		Total Experience •	
B.E	5@30							Experi	ence 🕨				

Name: Grommok										Skills & Spells:	Equipment:
											Hand weapon
Type: Big'Un											Dagger
M M	Combat Shooting Academic Strength Speed Special M WS BS S T W I A Ld Sv							ed <mark>X</mark> S Ld	pecial Sv		
			4	1	Ä	2	4	7	٠,		Injuries:
4	4	3	4	4	1	3	1	/	-		20 25 30 ▼ Total Experience ▼
											18
G.E	SENS ^ Racial Maximums ^ Experience ▶							Experie	ence 🕨		



