Orks, Goblins and Squigs

Alignment: chaotic

Warband Rating Calcu	ulator	Тгеаѕигу		Stored Equipment		
Hero Total Experience:	Gold Crowns:	149	Day D	6 Dagger		
Henchmen Total Experience:			2			
Members (8) x 5:	Members (8) x 5: 40				Axe	
Large Creatures (1) x 20:	20				Short bow	
Hired Swords: (2)	18 (+5)	Treasure:				
Dramatis Personae: (0) +	0	Sell shard:	8			
Total Rating:	203	Routtest:	3 (10)			

	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:

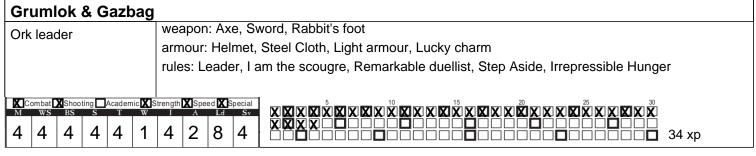
hates Scion of darknes leader, he has to charge them if in reach

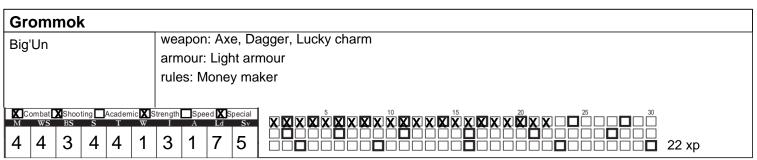
4+ stunned save

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, Lucky charm								
			armour: Light armour injuries: Chest wound									
						ınju	ries:	Cne	St Wo	bund		
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Wc	gg	a										
	mar					wea	apon	: Dag	gger,	Rabbit's foot		
0110	·····	•				armour: Lucky charm						
						rules: Clubba, Zzap!, Hardened						
			: - V Ic	injuries: Chest wound trength Special								
M	WS	BS	S	T	W	I	A	Ld	Sv			
4	4	3	3	3	2	3	1	7	-	18 xp		
	'La					Wes	non	· Har	nd w	eanon Dagger		
Ork	boy						weapon: Hand weapon, Dagger armour: Light armour					
							rules: Animosity					
									-	e wound		
X C	ombat WS	Shoot BS	ing □ A	Acader T	mic X S	trength I	Spe A	ed Sp Ld	ecial Sv			
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Ork	boy						•			eapon, Dagger		
					armour: Toughened leathers rules: Animosity							
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Bla	ıck	Ork	(
	Black Ork weapon: Great axe											
hired sword			armour: Heavy armour, Helmet									
						rule	s: I s	said s	shut	it'!, Who's da Boss!, Whose Da Man?, Independent, Black Ork		
X IC	ombat	Shoot	ing 🔲 A	Acader	mic X S	trength	Spe	ed X Sp	ecial	5 10 15 20 25 30		
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H۳۰	·lak											
	Hrrlak Ogre Bodyguard weapon: Axe, Sword											
hired sword, large		armour: Light armour, Helmet										
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M	ws	BS	S	T	W	I	A	Ld	Sv			
6	3	2	4	4	3	3	2	7	5	7 xp		

Blau						
Ork boy	weapon: Hand weapon, Dagger					
x1	armour: Toughened leathers					
	rules: Animosity					
M WS BS S T W 4 4 3 3 4 1	2 2 7 6 $\mathbf{X}\mathbf{X}\mathbf{X}\mathbf{X}\mathbf{X}\mathbf{D}$					
Pink						
Ork boy	weapon: Hand weapon, Dagger					
rules: Animosity						

2 xp

4 3 3 3 4 1 2 2 7