Orks, Goblins and Squigs

Orks

Alignment: chaotic

Warband Rating Calculator		Treasury		Stored Equipment
Hero Total Experience:	92 (+5)	Gold Crowns:	**43**	none
Henchmen Total Experience:	20	Shards:	**0**	
Members (**17**) x 5:	85	Treasure:		
Large Creatures (**0**) x 20:	0			
Hired Swords: **(0)**	0			
Dramatis Personae: +				
Total Rating:	**202**	Routtest:	5	

Mounts: (0) 0

Warband Objective

Objective: **Scrooge of the realm**

Achievements:
none

Campaign Points: 6

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

Name: **Grumlok & Gazbag**

Type: Ork leader

[X] Combat [X] Shooting [ ] Academic [X] Strength [X] Speed [X] Special

M	WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	4	1	3	2	8	6

HERO — Racial Maximums — Experience

Skills & Spells:
Leader

Equipment:
Axe
Dagger
Steel Cloth
Helmet
Lucky charm

Injuries:

Total Experience: 27

Name: **Grommok**

Type: Big'Un

[X] Combat [X] Shooting [ ] Academic [X] Strength [ ] Speed [X] Special

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

HERO — Racial Maximums — Experience

Skills & Spells:

Equipment:
Hand weapon
Dagger

Injuries:

Total Experience: 18

Name: Ug'Lash
Type: Big'Un

[X] Combat [X] Shooting [ ] Academic [X] Strength [ ] Speed [X] Special

M	WS	BS	S	T	W	I	A	Ld	Sv
4	5	3	3	4	1	3	1	7	-

HERO — Racial Maximums — Experience

Skills & Spells:

Equipment:
Hand weapon
Dagger

Injuries:

Total Experience: 18

Name: Karhag
Type: Big'Un

[X] Combat [X] Shooting [ ] Academic [X] Strength [ ] Speed [X] Special

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

HERO — Racial Maximums — Experience

Skills & Spells:

Equipment:
Hand weapon
Dagger

Injuries:

Total Experience: 16

Name: Wogga
Type: Shaman

[ ] Combat [ ] Shooting [ ] Academic [X] Strength [ ] Speed [X] Special

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

HERO — Racial Maximums — Experience

Skills & Spells:
Clubba

Equipment:
Hand weapon
Dagger

Injuries:

Total Experience: 13

Name: Norog — Henchmen
Type: Ork boy — **Number:** 1

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

Skills & Special Rules:
Animosity

Equipment:
Dagger
Dagger

Group Experience: 3

Name: Granak — Henchmen
Type: Ork boy — **Number:** 1

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

Skills & Special Rules:
Animosity

Equipment:
Dagger
Dagger

Group Experience: 1

Name: Gmorkor — Henchmen
Type: Ork boy — **Number:** 1

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

Skills & Special Rules:
Animosity

Equipment:
Dagger
Dagger

Group Experience: 1

Name: Oggrot — Henchmen
Type: Ork boy — **Number:** 1

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

Skills & Special Rules:
Animosity

Equipment:
Dagger
Dagger

Group Experience: 1

Name: **Goblins**									Henchmen
Type: Goblin warrior							Number: **4**		
M	WS	BS	S	T	W	I	A	Ld	Sv
4	2	3	3	3	1	4	1	5	-

Skills & Special Rules:
- Animosity
- Not orks
- Runts

Equipment:
- **Dagger**
- Dagger

Group Experience: 3

Name: **Squig herder**									Henchmen
Type: Goblin warrior							Number: **1**		
M	WS	BS	S	T	W	I	A	Ld	Sv
4	2	4	3	3	1	3	1	5	-

Skills & Special Rules:
- Animosity
- Not orks
- Runts

Equipment:
- **Squig prodder**
- Dagger
- Short Bow

Group Experience: 2

Name: **Squigs**									Henchmen
Type: Squig							Number: **3**		
M	WS	BS	S	T	W	I	A	Ld	Sv
2D6	4	0	4	3	1	4	1	5	-

Skills & Special Rules:
- Movement
- Minderz
- Not orks
- Animals

Equipment:

Group Experience: 0