


Orks

Alignment: chaotic

Warband Rating Calculator		Treasury		Stored Equipment	
Hero Total Experience:	100 (+5)	Gold Crowns:	8	 <div>4x Dagger</div> <div>Short bow</div>	
Henchmen Total Experience:	20				
Members (12) x 5:	60	Shards:	0		
Large Creatures (1) x 20:	20				
Hired Swords: (1)	5 (+0)	Treasure:			
Dramatis Personae: (1) +	80	Sell shard:	12		
Total Rating:	290	Routtest:	4 (14)		

Warband Objective	
Objective: Scrooge of the realm	
Achievements: 5CP, 10CP, Leader 30xp, 15CP	
	Campaign Points: 16 

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 Grumluk (on 6 it cant be used anymore after, it breaks)
- Grumluk:
 - 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

weapon: Axe, Sword, Rabbit's foot
armour: Helmet, Steel Cloth, Light armour, Lucky charm
rules: Leader, I am the scourge, Remarkable duellist, Step Aside, Irrepressible Hunger

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					5						10						15						20						25						30
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32 xp

Grommok

Big'Un

weapon: Axe, Dagger
armour: Light armour
rules: Money maker

☒ Combat

☒ Shooting

☐ Academic

☒ Strength

☐ Speed

☒ Special

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

5

10

15

20

25

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Wogga											
Shaman				weapon: Dagger, Rabbit's foot armour: Lucky charm rules: Clubba, Zzap!, Hardened injuries: Chest wound							
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M	WS	BS	S	T	W	I	A	Ld	Sv		
4	4	3	3	3	2	3	1	7	-		
										5 10 15 20 25 30 	
										17 xp	

Ug'Lash													
Ork boy						weapon: Hand weapon, Dagger rules: Animosity							
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M	WS	BS	S	T	W	I	A	Ld	Sv				
4	4	3	3	4	2	4	1	7	-				
						8 xp							

Rog'Rogg	
Ork boy	weapon: Hand weapon, Dagger rules: Animosity

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M	WS	BS	S	T	W
I	A	Ld	Sv		
4	4	3	3	5	1
2	1	7	-		

				5					10					15					20					25					30
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4 xp

Hrrlak Ogre Bodyguard hired sword, large weapon: Axe, Sword armour: Light armour, Helmet rules: Slow-Witted, Fear, Large Target										
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	6	3	2	4	4	3	3	2	7	5

Dark Emissary									
Dark Emissary dramatis personae					weapon: Staff of darkness armour: The Spiral rules: Magic User, Bolt of dark light, Betrayl in death, Curse of the dark master, Fog of death, Staff of Darkness, The Spiral				
<input type="checkbox"/> Combat	<input type="checkbox"/> Shooting	<input type="checkbox"/> Academic	<input type="checkbox"/> Strength	<input type="checkbox"/> Speed	<input type="checkbox"/> Special				
M	WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	3	3	2	3	1	8	5

Granak

Ork boy
x1

weapon: 2x Dagger

rules: Animosity

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

X	X	X	X																
				5					10										

4 xp

Gmorkor, Norog

Ork boy
x2

weapon: Hand weapon, Dagger

rules: Animosity

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

X	X	X	X	X	X														
				5					10										

6 xp

Oggrot, Growl

Ork boy
x2

weapon: Hand weapon, Dagger

rules: Animosity

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

X	X																		
				5					10										

2 xp

Squigs {Not allowed to use}

Squig
x1

rules: Movement, Minderz, Not orks, Animals

M	WS	BS	S	T	W	I	A	Ld	Sv
2D6	4	0	4	3	1	4	1	5	-

				5					10										

0 xp