## Orks, Goblins and Squigs

Alignment: chaotic

Warband Rating Calcu	llator	Treasu	ry	Stored Equipment								
Hero Total Experience:	91 (+5)	Gold Crowns:	12	Day D	3x Dagger							
Henchmen Total Experience:	15 ` ´			2	Chart have							
Members ( 13 ) x 5:	65	Shards:	2	Pos	Short bow							
Large Creatures ( 1 ) x 20:	20			1								
Hired Swords: (1)	5 (+0)	Treasure:										
Dramatis Personae: (0) +	0 `	Sell shard:	13									
Total Rating:	201	Routtest:	4 (14)									

	Warband Objective
Objective: Scrooge of the realm	
Achievements:	
5CP, 10CP, Leader 30xp	
	12
	Campaign Points: $\begin{array}{ccc} 12 & & & \\ & 5 & & 10 & & 15 & & 20 \end{array}$

## 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

Na	lame: Grumlok & Gazbag									Skills & Spells:	Equipment:	Helmet						
Type: Ork leader    X   Combat   X   Shooting   Academic   X   Strength   X   Special     M   WS   BS   S   T   W   I   A   Ld   Sv								ed 🔀 S		Leader I am the scougre Remarkable duellist	Axe Sword Rabbit's foot	Steel Cloth Light armour Lucky charm						
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Sex®								Experi	ence ▶									
				1-						Skills & Spells:	Equipment:	Light armour						

Na	me:	Gro	mn	nok						Skills & Spells:	Equipment:	Light armour						
Type: Big'Un										Money maker	Axe							
Combat Shooting Academic Strength Speed Special								ed XS	pecial		Dagger							
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												<b>20</b>						
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Name: Karhag									Skills & Spells:										Equipment:											
Type: Big'Un																				Hand weapon Dagger										
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Name: Wogga Type: Shaman									Hard		d								Dagger											
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