


# Orks

Warband Rating Calculator		Treasury		Stored Equipment	
Hero Total Experience:	106 (+5)	Gold Crowns: <b>69</b>		6 Dagger	
Henchmen Total Experience:	9				
Members ( <b>9</b> ) x 5:	45	Shards: <b>0</b>			
Large Creatures ( <b>1</b> ) x 20:	20				
Hired Swords: ( <b>2</b> )	18 (+5)	Treasure:			
Dramatis Personae: ( <b>0</b> ) +	0	Sell shard: 9		Short bow	
Total Rating:	<b>208</b>	Routtest: 3 (11)			

- 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 can't be used anymore after, it breaks)
- Grumlok:
  - hates Scion of darkness 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

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

<input checked="" type="checkbox"/> Combat <input checked="" type="checkbox"/> Shooting <input type="checkbox"/> Academic <input type="checkbox"/> Strength <input checked="" type="checkbox"/> Speed <input checked="" type="checkbox"/> Special									
M	WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	4	1	4	2	8	4

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34 xp

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

<input checked="" type="checkbox"/> Combat <input checked="" type="checkbox"/> Shooting <input type="checkbox"/> Academic <input checked="" type="checkbox"/> Strength <input type="checkbox"/> Speed <input checked="" type="checkbox"/> Special									
M	WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	4	4	1	3	1	7	5

<b>Karhag</b>																					
Big'Un	weapon: Axe, Hand weapon, Lucky charm armour: Light armour injuries: Chest wound																				
<input checked="" type="checkbox"/> Combat <input checked="" type="checkbox"/> Shooting <input type="checkbox"/> Academic <input checked="" type="checkbox"/> Strength <input type="checkbox"/> Speed <input checked="" type="checkbox"/> Special																					
<table border="1"> <thead> <tr> <th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th><th>Sv</th></tr> </thead> <tbody> <tr> <td>4</td><td>4</td><td>3</td><td>3</td><td>3</td><td>1</td><td>3</td><td>2</td><td>7</td><td>5</td></tr> </tbody> </table>	M	WS	BS	S	T	W	I	A	Ld	Sv	4	4	3	3	3	1	3	2	7	5	19 xp
M	WS	BS	S	T	W	I	A	Ld	Sv												
4	4	3	3	3	1	3	2	7	5												

Wogga										
Shaman				weapon: Dagger, Rabbit's foot armour: Lucky charm rules: Clubba, Zzap!, Hardened injuries: Chest wound						
<input type="checkbox"/> Combat	<input type="checkbox"/> Shooting	<input type="checkbox"/> Academic	<input checked="" type="checkbox"/> Strength	<input type="checkbox"/> Speed	<input checked="" type="checkbox"/> Special					
M	WS	BS	S	T	W	I	A	Ld	Sv	
4	4	3	3	3	2	3	1	7	-	

<b>Ug'Lash</b>	
Ork boy	weapon: Axe, Dagger armour: Light armour rules: Animosity injuries: Old battle wound
<b>X</b> Combat <input type="checkbox"/> Shooting <input type="checkbox"/> Academic <b>X</b> Strength <input type="checkbox"/> Speed <input type="checkbox"/> Special M WS BS S T W I A Ld Sv	<p>The skill chart shows levels for 16 different skills over 30 points. The skills are represented by icons: Combat (X), Shooting (empty square), Academic (empty square), Strength (X), Speed (empty square), Special (empty square), and others. Levels are indicated by numbers above the grid.</p>
4   4   3   3   4   2   4   1   7   5	8 xp

Rem'Buld										
Ork boy					weapon: Hand weapon, Dagger armour: Toughened leathers rules: Animosity					
<input checked="" type="checkbox"/> Combat	<input type="checkbox"/> Shooting	<input type="checkbox"/> Academic	<input checked="" type="checkbox"/> Strength	<input type="checkbox"/> Speed	<input type="checkbox"/> Special	<div> <div> <div>5</div> <div>10</div> <div>15</div> <div>20</div> <div>25</div> <div>30</div> </div> <div> <div> <div>X</div><div>X</div><div>X</div><div>X</div><div>X</div> <div></div><div></div><div></div><div></div><div></div> <div></div><div></div><div></div><div></div><div></div> </div> <div>5 xp</div> </div> </div>				
M	WS	BS	S	T	W	I	A	Ld	Sv	
4	4	3	3	5	1	2	1	7	6	

Black Ork										
Black Ork					weapon: Great axe					
hired sword					armour: Heavy armour, Helmet					
					rules: I said shut it!, Who's da Boss!, Whose Da Man?, Independent, Black Ork					

<b>Hrrlak</b>															
Ogre Bodyguard					weapon: Axe, Sword armour: Light armour, Helmet rules: Slow-Witted, Fear, Large Target										
<input checked="" type="checkbox"/> Combat <input type="checkbox"/> Shooting <input type="checkbox"/> Academic <input checked="" type="checkbox"/> Strength <input type="checkbox"/> Speed <input type="checkbox"/> Special															
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										7 xp					

Blau

Ork boy  
x1

weapon: Hand weapon, Dagger  
armour: Toughened leathers  
rules: Animosity

M	WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	4	1	2	2	7	6

5

X

X

X

X

X

X

X

10

7 xp

Pink

Ork boy  
x1

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	-

5

X

X

10

2 xp

Orange

Ork boy  
x1

weapon: Hand weapon, Dagger  
rules: Animosity

M	WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	3	4	1	2	0	7	-

5

10

0 xp