Orks, Goblins and Squigs

Alignment: chaotic

Warband Rating Cale	ulator	Ттеаѕиту		Stored Equipment		
Hero Total Experience:	Gold Crowns:	19	24	6x Dagger		
Henchmen Total Experience:	Henchmen Total Experience: 12 ` ´				Short bow	
Members (20) x 5:	Shards:	1	Pa	Short bow		
Large Creatures (1) x 20:	20			'		
Hired Swords: (2)	15 (+5)	Treasure:				
Dramatis Personae: (0) +	0 ` ´	Sell shard:	20			
Total Rating:	257	Routtest:	6 (22)			

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

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:

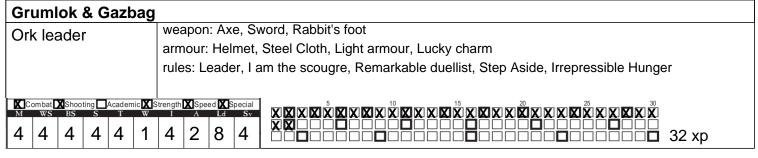
hates Scion of darknes leader, he has to charge them if in reach

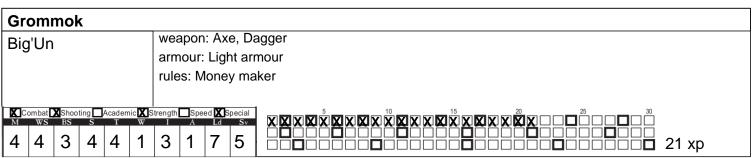
4+ stunned save

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								
· ·			armour: Light armour injuries: Chest wound									
						ınju	ries:	Cne	St W	ound		
X C	ombat	XShoot	ing 🔲 A	Acader	nic X S	trength	Spe	ed X Sp Ld	ecial			
					١.							
4	4	3	3	3	1	3	2	1	6	18 xp		
Wa	Nogga											
						wea	apon	ı: Daç	gger	, Rabbit's foot		
Shaman				armour: Lucky charm								
						rules: Clubba, Zzap!, Hardened injuries: Chest wound						
Пс	mhat	Shoot	ina 🗖	\cader	nic V IS			ed XI Sp				
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l la	'La	sh										
	c bc					wea	apon	: Har	nd w	eapon, Dagger		
O 11		<i>,</i> ,				arm	our:	Tou	ghei	ned leather		
						rule	s: A	nimo	sity			
X 1c	mbat	Shoot	ina 🗖 /	Acader	nic X S	trenath	Spe	ed S p	ecial	5 10 15 20 25 30		
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Re	m'E	Buld	{R	oa'	Roc	aa}						
	k bc		(- 3			apon	: Har	nd w	eapon, Dagger		
•		,							-	ned leather		
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Bla	ıck	Ork										
		Ork				wea	apon	: Axe	e, Ax	re		
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 C	mbat	Shoot	ing 🔲	Acader	nic X S	trength	Spe	ed X Sp Ld	ecial			
			_ [1		_					
4	4	3	4	4	I	2	1	<i>'</i>	3	10 xp		
Hr	Hrrlak											
Oq	Ogre Bodyguard weapon: Axe, Sword											
hired sword, large			armour: Light armour, Helmet									
		,	3			rule	s: S	low-√	/Vitte	d, Fear, Large Target		
X C	mbat	Shoot	ing 🔲 🗸	Acader	nic X S	trength	Spe	ed S p	ecial	5 10 15 20 25 30		
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Orange							
Ork boy	weapon: Hand weapon, Dagger						
x1	rules: Animosity						
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Ork boy	weapon: Hand weapon, Dagger						
x1	rules: Animosity						
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Pink							
Ork boy	weapon: Hand weapon, Dagger						
x1	rules: Animosity						
M WS BS S T W	Í A Ld Sv						
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Goblins							
Goblin warrior	weapon: Dagger, Dagger						
x5	rules: Animosity, Not orks, Runts						
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Squig herder							
Goblin warrior	weapon: Squig prodder, Short Bow						
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Squigs							
Squig	rules: Movement, Minderz, Not orks, Animals						
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T	0 xp						