## Orks, Goblins and Squigs

Alignment: chaotic

Warband Rating Calcu	Ттеаѕиту		Stored Equipment		
Hero Total Experience:	113 (+5)	Gold Crowns:	7	Du D	6 Dagger
Henchmen Total Experience:	13		_		Short bow
Members ( 9 ) x 5:	45	Shards:	0	1	Short bow
Large Creatures ( 1 ) x 20:	20			`	Hand weapon
Hired Swords: (2)	20 (+5)	Treasure:			
Dramatis Personae: (0) +	0	Sell shard:	9		
Total Rating:	221	Routtest:	3 (11)		

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

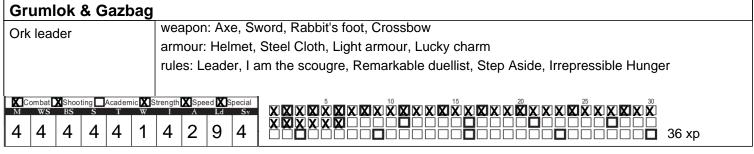
hates Scion of darknes leader, he has to charge them if in reach

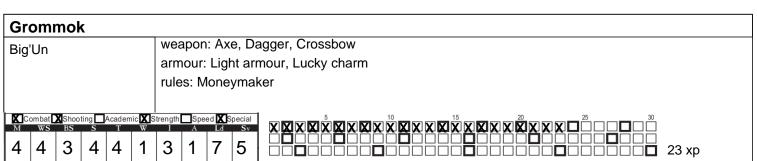
4+ stunned save

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 w											
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	amar					•			, Rabbit's foot		
						armour: Lucky charm					
						rules: Clubba, Zzap!, Hardened injuries: Chest wound					
<u></u> С	ombat WS	Shoot	ting 🔲 A	cademic	Streng						
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Ug	j'Las	sh					^		Anna David		
Ork	boy					-			ngger, Bow nour, Lucky charm		
							Animo		,,		
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4	4	3	3	4	2 4	1	7	5	9 xp		
Ro	m'B		İ								
	k boy		1		we	apor	n: Axe	e, Da	gger, Bow		
on soy			armour: Toughened leathers								
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	ck O					-	n: Gre : Hea		xe rmour, Helmet		
hire	ed sw	ord/						-	it'!, Who's da Boss!, Whose Da Man?, Independent, Black Ork		
XIC			ting 🗖 A	cademic	Streng	h_Spe	eed <b>X</b> Sr	oecial 1	51015202530		
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<b>Hr</b> Og	4 rlak	3 odyg	4 uard	5	1 2	1 eapor	n: Axe	e, Sw	/ord		
<b>Hr</b> Og hire	rlak re Bo	adyg vord,	4 uard larg	5   e	1 2	apor mour es: S	n: Axe :: Ligh Slow-\	e, Sw at arn Witte	/ord nour, Helmet		
<b>Hr</b> Og hire	rlak re Bo	adyg vord,	4 uard larg	e accademic	1 2	apor mour es: S	n: Axe :: Ligh Slow-\	e, Sw at arn Witte	vord nour, Helmet d, Fear, Large Target, Step aside		

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Ork boy	weapon: Hand weapon, Dagger				
x1	armour: Toughened leathers				
	rules: Animosity				
. 4 5 3 3 4 1	2 2 7 6 XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX				
Pink					
Ork boy	weapon: Hand weapon, Dagger				
x1	rules: Animosity				
. 4 3 3 3 4 1	2 2 7 - XXX - 3 xp				
Orange					
Ork boy	weapon: Hand weapon, Dagger				
x1	rules: Animosity				
M WS BS S T W 4 3 3 3 4 1	2 0 7 - X - 10 1 xp				