## Orks, Goblins and Squigs

Alignment: chaotic

Warband Rating Cale	ulator	Treasury	7	Stored Equipment		
Hero Total Experience:	83 (+5)	Gold Crowns:	3	M we	none	
Henchmen Total Experience:	12 ` ′			- 13 m		
Members ( 19 ) x 5:	95	Shards:	1	The same		
Large Creatures ( 0 ) x 20:	0			`		
Hired Swords: (0)	0	Treasure:				
Dramatis Personae: +						
Total Rating:	195	Routtest:	5			

Wanband Objective	
Objective: Scrooge of the realm	
Achievements:	
none	
	Campaign Points: 3  X X X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

## Notes (Skill Descriptions, Spell Descriptions, etc.):

- If encounter beastmen: roll D6 "Traces to Chaos" (1-3 nothing happen, 4-5 Leader is frenzy, 6 add 1CP to your warband).
- Concussion (2-4 stunned bei Clubs) beachten.
- 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 the movement phase and charge if the next foe is in charge range.
- Roll for random happenings.
- Don't forget to do the fear tests.

Name: Grumlok & Gazbag							ag			Skills & Spells: Leader	Equipment:	Helmet
_ ′	Type: Ork leader							- 1 <b>V</b> o	'-1		Axe Dagger	Lucky charm
M	WS	oat XShooting Academic Strength Speed Special 7S BS S T W I A Ld Sv									Injuries:	
4	4	4	4	4	1	3	1	8	-	VVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVV		30 ▼ Total Experience ▼
<b>5</b> £	RO		▲ Raci	al Maxir	nums 4			Experi	ence >			23

Name: <b>Grommok</b>										Skills & Spells:	Equipment:
											Hand weapon
Type: Big'Un											Dagger
X M	Combat Shooting Academic Strength Speed Special  M WS BS S T W I A Ld Sv							ed <mark>X</mark> S Ld	pecial Sv		
			3	1	1	2	4	7	J.		Injuries:
4	4	3	3	4		3		1	-		20 25 30 ▼ Total Experience ▼
											16
[5!	© Racial Maximums ↑ Experience ▶					`		Experie	ence 🕨		



