# Orks, Goblins and Squigs

## Orks

**Alignment: chaotic**

| Warband Rating Calculator | | Treasury | | Stored Equipment |
|---|---|---|---|---|
| Hero Total Experience: | 85 (+5) | Gold Crowns: | **3** | none |
| Henchmen Total Experience: | 13 | Shards: | **0** | |
| Members ( **17** ) x 5: | 85 | Treasure: | | |
| Large Creatures ( **0** ) x 20: | 0 | | | |
| Hired Swords: **( 0 )** | 0 (+0) | | | |
| Dramatis Personae: **( 0 )** + | 0 | | | |
| Total Rating: | **188** | Routtest: | 5 (17) | |

**Warband Objective**

Objective: **Scrooge of the realm**

Achievements:
none

Campaign Points: 10

**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" or run in the 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
- Grumlok 4+ stunned save & Parry on >= hit & 5+ wound save (no mod)
- Income scenario 3: Sold 5 wyrdstone (1 from scenario 3) = 70gc + (double 5 = axe + lucky charm)
  => 70gc + 13gc (treasure chest) = 83gc
- Bought: 1 sword (10gc) + 1 squig (15gc) + 3 goblins (15gc) + 2 axe (5gc) => 80gc

**Name: Grumlok & Gazbag**

**Type:** Ork leader

[X] Combat [X] Shooting [ ] Academic [X] Strength [X] Speed [X] Special

| M | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| 4 | 4 | 4 | 4 | 4 | 1 | 3 | 2 | 8 | 4 |

HERO — Racial Maximums — Experience

Skills & Spells:
- Leader
- I am the scougre
- Remarkable duellist
- Step Aside

Equipment:
- **Axe**
- Sword
- Steel Cloth
- Helmet
- Light armour
- Lucky charm

Injuries:

Total Experience: 29

**Name: Grommok**

**Type:** Big'Un

[X] Combat [X] Shooting [ ] Academic [X] Strength [ ] Speed [X] Special

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

HERO — Racial Maximums — Experience

Skills & Spells:

Equipment:
- **Axe**
- Dagger

Injuries:

Total Experience: 19

**Name:** Karhag
**Type:** Big'Un

[X] Combat [X] Shooting [ ] Academic [X] Strength [ ] Speed [X] Special

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

HERO — Racial Maximums — Experience

Skills & Spells:

Equipment:
**Axe**
Dagger

Injuries: Chest wound

Total Experience: 16

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**Name:** Wogga
**Type:** Shaman

[ ] Combat [ ] Shooting [ ] Academic [X] Strength [ ] Speed [X] Special

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

HERO — Racial Maximums — Experience

Skills & Spells:
Clubba
Hardened

Equipment:
**Dagger**
Lucky charm

Injuries: Chest wound

Total Experience: 14

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**Name:** Norog
**Type:** Ork boy

[X] Combat [ ] Shooting [ ] Academic [X] Strength [ ] Speed [ ] Special

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

HERO — Racial Maximums — Experience

Skills & Spells:
Animosity

Equipment:
**Axe**
Dagger

Injuries:

Total Experience: 5

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**Name:** Oggrot
**Type:** Ork boy

[X] Combat [ ] Shooting [ ] Academic [X] Strength [ ] Speed [ ] Special

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

HERO — Racial Maximums — Experience

Skills & Spells:
Animosity

Equipment:
**Handweapon**
Dagger

Injuries:

Total Experience: 2

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**Name:** Granak — Henchmen
**Type:** Ork boy — **Number:** 1

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

Skills & Special Rules:
Animosity

Equipment:
**Handweapon**
Dagger

Group Experience: 3

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**Name:** Gmorkor — Henchmen
**Type:** Ork boy — **Number:** 1

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

Skills & Special Rules:
Animosity

Equipment:
**Handweapon**
Dagger

Group Experience: 2

| Name: | Golm | | | | | | | | Henchmen |
|---|---|---|---|---|---|---|---|---|---|
| Type: | Ork boy | | | | | | Number: | | 1 |
| M | WS | BS | S | T | W | I | A | Ld | Sv |
| 4 | 3 | 3 | 3 | 4 | 1 | 2 | 1 | 7 | - |

Skills & Special Rules:
Animosity

Equipment:
**Dagger**
Dagger

Group Experience: 1

| Name: | Goblins | | | | | | | | Henchmen |
|---|---|---|---|---|---|---|---|---|---|
| Type: | Goblin warrior | | | | | | Number: | | 1 |
| M | WS | BS | S | T | W | I | A | Ld | Sv |
| 4 | 2 | 3 | 3 | 3 | 1 | 4 | 1 | 5 | - |

Skills & Special Rules:
Animosity
Not orks
Runts

Equipment:
**Dagger**
Dagger

Group Experience: 4

| Name: | Goblins2 | | | | | | | | Henchmen |
|---|---|---|---|---|---|---|---|---|---|
| Type: | Goblin warrior | | | | | | Number: | | 3 |
| M | WS | BS | S | T | W | I | A | Ld | Sv |
| 4 | 2 | 3 | 3 | 3 | 1 | 4 | 1 | 5 | - |

Skills & Special Rules:
Animosity
Not orks
Runts

Equipment:
**Dagger**
Dagger

Group Experience: 0

| Name: | Squig herder | | | | | | | | Henchmen |
|---|---|---|---|---|---|---|---|---|---|
| Type: | Goblin warrior | | | | | | Number: | | 1 |
| M | WS | BS | S | T | W | I | A | Ld | Sv |
| 4 | 2 | 4 | 3 | 3 | 1 | 3 | 1 | 5 | - |

Skills & Special Rules:
Animosity
Not orks
Runts

Equipment:
**Squig prodder**
Short Bow

Group Experience: 3

| Name: | Squigs | | | | | | | | Henchmen |
|---|---|---|---|---|---|---|---|---|---|
| Type: | Squig | | | | | | Number: | | 3 |
| M | WS | BS | S | T | W | I | A | Ld | Sv |
| 2D6 | 4 | 0 | 4 | 3 | 1 | 4 | 1 | 5 | - |

Skills & Special Rules:
Movement
Minderz
Not orks
Animals

Equipment:

Group Experience: 0