Orks, Goblins and Squigs

Orks

Warband Rating Calculator	
Hero Total Experience:	83 (+5)
Henchmen Total Experience:	12
Members (19) x 5:	95
Large Creatures (0) x 20:	0
Hired Swords: (0)	0
Dramatis Personae: +	
Total Rating:	195

Treasury	
Gold Crowns:	3
Shards:	1
Treasure:	
Routtest:	5

Stored Equipment

none

Warband Objective

Objective: **Scrooge of the realm**

Achievements:

Campaign Points: 3

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**

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	3	4	4	4	1	3	1	8	-

HERO — Racial Maximums — Experience

Skills & Spells: Leader

Equipment: **Axe**, Dagger, Helmet, Lucky charm

Injuries:

Total Experience: 23

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	3	4	1	3	1	7	-

HERO — Racial Maximums — Experience

Skills & Spells:

Equipment: **Hand weapon**, Dagger

Injuries:

Total Experience: 16

Name: Ug'Lash
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	4	1	2	1	7	-

HERO — Racial Maximums — Experience

Skills & Spells:

Equipment:
Hand weapon
Dagger

Injuries:

Total Experience: 16

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	4	1	2	1	7	-

HERO — Racial Maximums — Experience

Skills & Spells:

Equipment:
Hand weapon
Dagger

Injuries:

Total Experience: 16

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	4	1	2	1	9	-

HERO — Racial Maximums — Experience

Skills & Spells:
Clubba

Equipment:
Hand weapon
Dagger

Injuries:

Total Experience: 12

Name: Goblins — Henchmen
Type: Goblin warrior — **Number:** 4

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: 2

Name: Squig herder — Henchmen
Type: Goblin warrior — **Number:** 1

M	WS	BS	S	T	W	I	A	Ld	Sv
4	2	3	3	3	1	3	1	5	-

Skills & Special Rules:
Animosity
Not orks
Runts

Equipment:
Squig prodder
Dagger
Short bow

Group Experience: 1

Name: Norog — 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: Granak — 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:	Gmorkor								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

X 5 10 Group Experience 1

Name:	Oggrot								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

5 10 Group Experience 0

Name:	Squigs								Henchmen
Type:	Squig							Number:	5
M	WS	BS	S	T	W	I	A	Ld	Sv
2D6	4	0	4	3	1	4	1	6	-

Skills & Special Rules:
Movement
Minderz
Not orks
Animals

Equipment:

5 10 Group Experience 0