Orks, Goblins and Squigs

Alignment: chaotic

Warband Rating Calcul	Ттеаѕиту		Stored Equipment			
Hero Total Experience:	100 (+5)	Gold Crowns:	8	Day D	4x Dagger	
Henchmen Total Experience:	20 ` ´			To the second		
Members (12) x 5:	60	Shards:	0	Pa	Short bow	
Large Creatures (1) x 20:	20			`		
Hired Swords: (1)	5 (+0)	Treasure:				
Dramatis Personae: (1) +	80`	Sell shard:	12			
Total Rating:	290	Routtest:	4 (14)			

	Warband Objective
Objective: Scrooge of the realm	
Achievements: 5CP, 10CP, Leader 30xp, 15CP	
	Campaign Points: 16 X X X X X X X X X X X X X X X X X X X

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

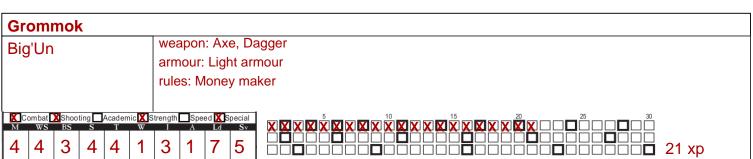
4+ stunned save

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: Hand weapon, Dagger						
			armour: toughened leather injuries: Chest wound						
					ınju	ries:	Cnes	wound	
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Ro	n'R	ogg	•						
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Ork 4 Hrr	ws 4	Shoot BS	ing □/s 3	5 1	rule Strength 2	Special 1	nimos	a	
Ork 4 Hrrr Og	ws 4	Shoot BS 3	3 /gua	5 1	rule Strength 2 wea	Special 1	nimos	Sword armour, Helmet ttted, Fear, Large Target	
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Granak	
Ork boy	weapon: 2x Dagger
x1	rules: Animosity
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Gmorkor, Norog	
Ork boy	weapon: Hand weapon, Dagger
x2	rules: Animosity
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Oggrot, Growl	
Ork boy	weapon: Hand weapon, Dagger
x2	rules: Animosity
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Squigs (Not allowed	d to use}
Squig	rules: Movement, Minderz, Not orks, Animals
x1	
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