Orks, Goblins and Squigs

Alignment: chaotic

Warband Rating Calc	ulator	Treasur	ry	Stored Equipment		
Hero Total Experience:	92	Gold Crowns:	43	D. 1	none	
Henchmen Total Experience:	20			13		
Members (17) x 5:	85	Shards:	0	The same of the sa		
Large Creatures (0) x 20:	0					
Hired Swords: (0)	0 (+0)	Treasure:				
Dramatis Personae: (0) +	0 ` ´					
Total Rating:	202	Routtest:	5 (17)			

Warband Objective	
Objective: Scrooge of the realm	
Achievements:	
none	
	Campaign Points: 6 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 happen, 4-5 Leader is frenzy, 6 add 1CP to your warband).
- Concussion (2-4 stunned bei Clubs).
- 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.
- +1 exploration dice next time discarding one
- 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
- Sold 4 wyrdstone (1 from treasure chest) = 55gc
- Bought 1 squig (15gc)

Name: Grumlok & Gazbag							ag			Skills & Spells: Leader	Steel Cloth Axe	
Type: Ork leader												Helmet
Combat Shooting Academic Strength Speed Special						trop ath	Vena	od Vc	n a si a l		Dagger	Lucky charm
M WS BS S T W I A Ld Sv							A A					
ا ء ا	1	 	1	1	4	2	2	0	6		Injuries:	
4	4	4	4	4	'	3	_	8	6	XXXXXXXXXXXXXX	20	25 30 ▼ Total Experience ▼
Racial Maximums A Experience						•		Experi	ence 🕨			

Na	Name: Grommok									Skills & Spells:	Equipment:	
Type: Big'Un											Hand weapon	
Combat Shooting Academic Strength Speed Special							Spe	ed XS	pecial		Dagger	
M	WS	BS	S	T	W	Ĭ	A	Ld	Sv		Total Control	
4	4	3	1	4	1	3	1	7	l_		Injuries:	
4	+	J	4	4	'	J	'	′	_	5 XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX		Total Experience ▼
												18
B.E	RO	↑ Racial Maximums ↑ Experience ▶						Experi	ence >			10



