
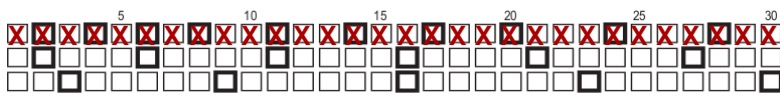


Orks

Warband Rating Calculator		Treasury	Stored Equipment		
Hero Total Experience:	91 (+5)	Gold Crowns: 12		3x Dagger	
Henchmen Total Experience:	15				
Members (13) x 5:	65	Shards: 2			Short bow
Large Creatures (1) x 20:	20				
Hired Swords: (1)	5 (+0)	Treasure:			
Dramatis Personae: (0) +	0	Sell shard: 13			
Total Rating:	201	Routtest: 4 (14)			

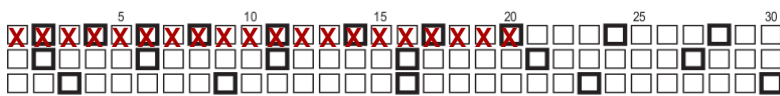
- If encounter beastmen: roll D6 "Traces to Chaos" (1-3 nothing happens, 4-5 Leader is frenzy, 6 add 1CP to your warband).
- Animosity: 1 charge henchmen/hired sword if the next unit is not a hero, 2-5 do nothing, 6 charge next foe or move 4". Move another 4" in movement phase in enemy direction.
 - Charge if a foe is in charge range.
- Lucky charm: D6 4+ first hit discard for Grumluk (on 6 it cant be used anymore after, it breaks)
- Grumluk:
 - 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

<input checked="" type="checkbox"/> Combat		<input checked="" type="checkbox"/> Shooting		<input type="checkbox"/> Academic		<input checked="" type="checkbox"/> Strength		<input checked="" type="checkbox"/> Speed		<input checked="" type="checkbox"/> Special	
M	WS	BS	S	T	W	I	A	Ld	Sv		
4	4	4	4	4	1	3	2	8	4		



30 xp

<input checked="" type="checkbox"/> Combat		<input checked="" type="checkbox"/> Shooting		<input type="checkbox"/> Academic		<input checked="" type="checkbox"/> Strength		<input type="checkbox"/> Speed		<input checked="" type="checkbox"/> Special	
M	WS	BS	S	T	W	I	A	Ld	Sv		
4	4	3	4	4	1	3	1	7	5		



20 xp

Karhag										
Big'Un					weapon: Hand weapon, Dagger injuries: Chest wound					
<input checked="" type="checkbox"/> Combat	<input checked="" type="checkbox"/> Shooting	<input type="checkbox"/> Academic	<input checked="" type="checkbox"/> Strength	<input type="checkbox"/> Speed	<input checked="" type="checkbox"/> Special					
M	WS	BS	S	T	W	I	A	Ld	Sv	
4	4	3	3	3	1	3	2	7	-	

[illegible]

Ug'Lash																					
Ork boy	weapon: Hand weapon, Dagger rules: Animosity																				
<div> <input checked="" type="checkbox"/> Combat <input type="checkbox"/> Shooting <input type="checkbox"/> Academic <input checked="" type="checkbox"/> Strength <input type="checkbox"/> Speed <input type="checkbox"/> Special </div> <table border="1"> <thead> <tr> <th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th><th>Sv</th></tr> </thead> <tbody> <tr> <td>4</td><td>4</td><td>3</td><td>3</td><td>4</td><td>1</td><td>4</td><td>1</td><td>7</td><td>-</td></tr> </tbody> </table>	M	WS	BS	S	T	W	I	A	Ld	Sv	4	4	3	3	4	1	4	1	7	-	<p>6 xp</p>
M	WS	BS	S	T	W	I	A	Ld	Sv												
4	4	3	3	4	1	4	1	7	-												

Rog'Rogg									
Ork boy				weapon: Hand weapon, Dagger rules: Animosity					
<input checked="" type="checkbox"/> Combat	<input type="checkbox"/> Shooting	<input type="checkbox"/> Academic	<input checked="" type="checkbox"/> Strength	<input type="checkbox"/> Speed	<input type="checkbox"/> Special				
M	WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	4	1	2	1	7	-

Hrrlak Ogre Bodyguard hired sword, large weapon: Axe, Sword armour: Light armour, Helmet rules: Slow-Witted, Fear, Large Target										
<input checked="" type="checkbox"/> Combat <input type="checkbox"/> Shooting <input type="checkbox"/> Academic <input checked="" type="checkbox"/> Strength <input type="checkbox"/> Speed <input type="checkbox"/> Special	M 6	WS 3	BS 2	S 4	T 4	W 3	I 3	A 2	Ld 7	Sv 5

Granak													
Ork boy x1						weapon: 2x Dagger rules: Animosity							
M	WS	BS	S	T	W	I	A	Ld	Sv	<div> <div> <div>4</div> <div>3</div> <div>3</div> <div>3</div> <div>4</div> <div>1</div> <div>3</div> <div>1</div> <div>7</div> <div>-</div> </div> <div> <div>3</div> <div>4</div> <div>5</div> <div>6</div> <div>7</div> <div>8</div> <div>9</div> <div>10</div> </div> </div>		3 xp	

Gmorkor, Norog											
Ork boy x2				weapon: Hand weapon, Dagger rules: Animosity							
M	WS	BS	S	T	W	I	A	Ld	Sv	<div> <div> <div>X</div><div>X</div><div>X</div><div>X</div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div> </div> <div>5</div> <div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div> </div> <div>10</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>	

 || 4 | 3 | 3 | 3 | 4 | 1 | 2 | 2 | 7 | - | 4 xp | |

Oggrot												
Ork boy x1						weapon: 2x Dagger rules: Animosity						
M	WS	BS	S	T	W	I	A	Ld	Sv	<div> <div> <div>X</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>10</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div>		1 xp
4	3	3	3	4	1	2	1	7	-			

Squig herder Goblin warrior x1											weapon: Squig prodder rules: Animosity, Not orks, Runts
M	WS	BS	S	T	W	I	A	Ld	Sv		
4	2	4	3	3	1	3	1	5	-	<div> <div> X X X </div> <div> <div>5</div> <div>10</div> </div> </div>	3 xp

Squigs										
Squig x2			rules: Movement, Minderz, Not orks, Animals							
M	WS	BS	S	T	W	I	A	Ld	Sv	
2D6	4	0	4	3	1	4	1	5	-	<div> <div> <div>5</div> <div>10</div> </div> <div> <div>0 xp</div> </div> </div>