


Orks

Warband Rating Calculator		Treasury		Stored Equipment	
Hero Total Experience:	100 (+5)	Gold Crowns: 19		6x Dagger	
Henchmen Total Experience:	12				
Members (9) x 5:	45	Shards: 1		Short bow	
Large Creatures (1) x 20:	20				
Hired Swords: (2)	15 (+5)	Treasure:			
Dramatis Personae: (0) +	0	Sell shard: 9			
Total Rating:	202	Routtest: 3 (11)			

- 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

rules: Leader, I am the scougre, Remarkable duellist, Step Aside, Irrepressible Hunger

rules: Money maker

[illegible]

Wogga									
Shaman					weapon: Dagger, Rabbit's foot armour: Lucky charm rules: Clubba, Zzap!, Hardened injuries: Chest wound				
<input type="checkbox"/> Combat	<input 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	2	3	1	7	-

Ug'Lash									
Ork boy				weapon: Hand weapon, Dagger armour: Toughened leather 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	2	4	1	7	6

Rem'Buld {Rog'Rogg}										
Ork boy					weapon: Hand weapon, Dagger armour: Toughened leather 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	5	1	2	1	7	-	

[illegible][illegible]

Orange

Ork boy
x1

weapon: Hand weapon, Dagger
rules: Animosity

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

X

X

X

X

510

4 xp

Blau

Ork boy
x1

weapon: Hand weapon, Dagger
rules: Animosity

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

X

X

X

X

X

X

510

6 xp

Pink

Ork boy
x1

weapon: Hand weapon, Dagger
rules: Animosity

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

X

X

510

2 xp