Orks, Goblins and Squigs

Alignment: chaotic

Warband Rating Calcu	llator	Treasury		Stored Equipment		
Hero Total Experience:	Gold Crowns:	0	Day D	6 Dagger		
Henchmen Total Experience:		_		Hand weapon		
Members (9) x 5:	Shards:	0	1	Hand Weapon		
Large Creatures (0) x 20:	0			,		
Hired Swords: (1)	12 (+5)	Treasure:				
Dramatis Personae: (0) +	0	Sell shard:	9			
Total Rating:	193	Routtest:	3 (10)			

	Warband Objective
Objective: Scougre of the realm	
Achievements: 5CP, 10CP, Leader 30xp, 15CP	
	XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

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:

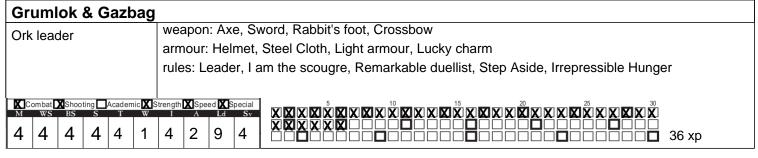
hates Scion of darknes leader, he has to charge them if in reach

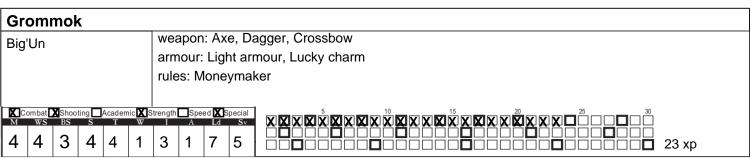
4+ stunned save

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





Karhag												
Big'Un					weapon: Axe, Hand weapon, Crossbow							
					armour: Light armour, Lucky charm							
X Co	ombat WS	Shoo BS	tingA	cader T	nic X S	trength I	Spe A	ed X Sp Ld	ecial Sv			
4	4	3	3	4	1	3	2	7	5	20 xp		
	gga					WAS	non	· Da	nger	Pahhit's foot		
Sha	ıman	l				weapon: Dagger, Rabbit's foot armour: Lucky charm						
						rules: Clubba, Zzap!, Hardened						
		7 01	. –		· NZIa	injuries: Chest wound rength Special						
							A	Ld	Sv			
4	4	3	3	3	2	3	1	7	-	19 xp		
Ha	'l ac	·h										
	'Las boy)				wea	apon	: Axe	e, Da	gger, Bow		
OIK	БОУ					arm	armour: Light armour, Lucky charm					
								nimo	-			
XIC	ombat	Shoo	ting A	cader	nic X S		injuries: Old battle wound rength Special Special 5 30					
М	WS	BS	S	T	W	I	A	Ld	Sv			
4	4	3	3	4	2	4	1	/	5	9 xp		
Re	m'B	uld										
	boy	-					weapon: Axe, Dagger, Bow					
							armour: Toughened leathers					
rule			ruie	ules: Animosity, Moneymaker								
X Co	ombat	Shoo	ting 🔲 A	cader	nic X S	trength	Spe	ed Sp	ecial			
4	4	3	3	5	1	2	1	7	6			
Bla	Black Ork											
Black Ork			weapon: Great axe armour: Heavy armour, Helmet									
hire	hired sword			rules: I said shut it'!, Who's da Boss!, Whose Da Man?, Independent, Black Ork								
X Co	ombat WS	Shoo BS	ting	cader T	nic X S	trength I	Spe A	ed X Sp Ld	ecial Sv			
4	4	3	4	5	1	2	1	7	3	12 xp		
						•		-				
Bla								. I la	مدراء م	Degrav David		
Ork boy x1			weapon: Hand weapon, Dagger, Bow armour: Toughened leathers									
Λ1				rules: Animosity								
м 4	4	4	3	4	1	2	2	7	6			

Pink					
Ork boy	weapon: Hand weapon, Dagger, Bow				
x1	rules: Animosity				
M WS BS S T W	5 10 Sv				
4 3 3 3 4 1	2 2 7 - XXX				
Orange					
Ork boy	weapon: Hand weapon, Dagger, Bow				
x1	rules: Animosity				
M WS BS S T W	1 A Ld Sv 5 10 0 0 0 0				
4 3 3 3 4 1	2 0 7 -				