Orks, Goblins and Squigs

Alignment: chaotic

Warband Rating Calcu	llator	Тгеаѕигу		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)			

$\mathbb{W}_{\tilde{a}}$	rband Objective
Objective: Scougre of the realm	
Achievements: 5CP, 10CP, Leader 30xp, 15CP	

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:

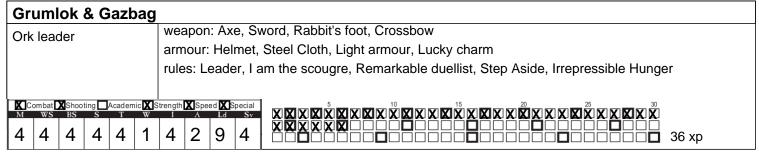
hates Scion of darknes leader, he has to charge them if in reach

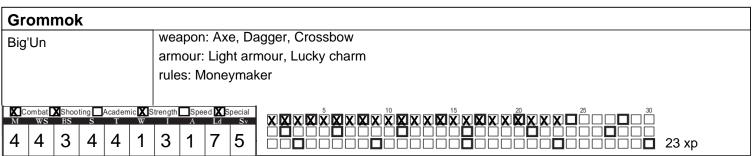
4+ stunned save

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: Axe, Hand weapon, Crossbow							
			armour: Light armour, Lucky charm									
Combat Shooting Academic Str M WS BS S T W					trength I	rength Speed X Special Speed X X X X X X X X X X X X X X X X X X						
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Wc	gga	3										
Sha	mar	ı				weapon: Dagger, Rabbit's foot						
							armour: Lucky charm rules: Clubba, Zzap!, Hardened					
						injuries: Chest wound						
□Cc M	mbat WS	Shoo BS	ing 🔲 A	caden T	nic XS W	trength I	rength Speed Speed					
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Ork	boy						-			gger, Bow nour, Lucky charm		
				rules: Animosity								
										e wound		
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Re	m'B	uld										
	boy	uiu	<u> </u>			wea	apon	: Axe	, Da	gger, Bow		
J				armour: Toughened leathers								
						rule	s: A	nımo	sity,	Moneymaker		
X Cc	mbat	Shoo	ing 🗖 🗚	caden	nic X S	trength	Spe	ed S p	ecial			
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Bla	ck	Ork	(
Blad	k O	rk					weapon: Great axe					
hired sword		armour: Heavy armour, Helmet rules: I said shut it'!, Who's da Boss!, Whose Da Man?, Independent, Black Ork										
						Tuic	J. 1 .	Jaia (Silut	it i, who s da bossi, whose ba warri, macpendent, black on		
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	Blau											
Ork boy				weapon: Hand weapon, Dagger, Bow								
x1			armour: Toughened leathers rules: Animosity									
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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 00 00 00 00 00 00 00 00 00 00 00 00				
4 3 3 3 4 1	2 1 7 -				