## Orks, Goblins and Squigs

Alignment: chaotic

Warband Rating Calc	ulator	Treasury	7	Stored Equipment		
Hero Total Experience:	92 (+5)	Gold Crowns:	58	Day D	none	
Henchmen Total Experience:	20 ` ´			- To		
Members ( 16 ) x 5:	80	Shards:	0	The same of the sa		
Large Creatures ( 0 ) x 20:	0			'		
Hired Swords: (0)	0	Treasure:				
Dramatis Personae: +						
Total Rating:	197	Routtest:	4			
Mounts: (0)	0					

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

Name: Grumlok & Gazbag							ag			Skills & Spells: Leader	Equipment:	Steel Cloth
Type: Ork leader											Dagger	Helmet
XC M	Combat X Shooting						X Spe	ed <mark>X</mark> S Ld	pecial Sv		Dagger	Lucky charm
4	4	4	1	1	1	3	2	8	6		Injuries:	
4	4	4	4	4	<u>'</u>	3		0	O	<b>XXXXXXXXXXXXXXX</b>		25 ▼ Total Experience ▼
			♠ Dasi	al Mauric		<u></u>						
SENS Racial Maximums ↑ Experience ▶								Experi	ence 🕨			

Name: <b>Grommok</b>										Skills & Spells:	Equipment:
Type: Big'Un											Hand weapon
											Dagger
Combat Shooting Academic Strength Speed Special  M WS BS S T W I A Ld Sv							Spe	ed <mark>X</mark> S Ld	pecial Sv		
	4		4	1	7	2	4	7	51		Injuries:
4	4	3	4	4	1	3	1	/	-	5 10 15	20 25 30 ▼ Total Experience ▼
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