Orks, Goblins and Squigs

Alignment: chaotic

Warband Rating Cale	ulator	Treasu	ry			Stored Equipment
Hero Total Experience:	Gold Crowns:	20	Day D	3x Dagger		
Henchmen Total Experience:	18 ` ´			2	55	
Members (12) x 5:	60	Shards:	0	Pa		
Large Creatures (1) x 20:	20			`		
Hired Swords: (1)	5 (+0)	Treasure:				
Dramatis Personae: (1) +	80`´	Sell shard:	12			
Total Rating:	288	Routtest:	4 (14)			

	Warband Objective
Objective: Scrooge of the realm	
Achievements: 5CP, 10CP, Leader 30xp, 15CP	
	Campaign Points: 16 X 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 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:

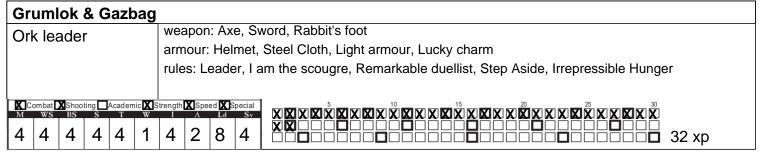
hates Scion of darknes leader, he has to charge them if in reach

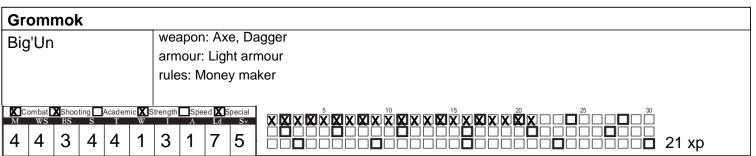
4+ stunned save

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





Kar	ha	g									
Big'Un			weapon: Axe, Hand weapon								
0		armour: toughened leather injuries: Chest wound									
						inju	nes.	Ches	wound		
Cor	nbat	Shoot	ng 🔲 A	caden	nic X S	trength	Spe	ed X Spe			
4	ws 4	3	3	3	1	3	2	7 6			
4	4	3	3	J	ı	3	_	/ (18 xp		
Wo	aaa	a									
Sha						wea	pon	: Dag	er, Rabbit's foot		
						armour: Lucky charm					
						rules: Clubba, Zzap!, Hardened injuries: Chest wound					
Cor	hat	Shoot	ing 🗖 🗛	cadem	ic IXI S			Ches ed X Spe			
М	WS	BS	S	T	W	I	A	Ld			
4	4	3	3	3	2	3	1	/ -	17 xp		
		·h									
Ug' Ork						wea	pon	: Han	weapon, Dagger		
OIK	DU	у					•		ened leather		
						rule	s: A	nimos	ty		
V Icor	a bat	Shoot	ing \square	caden	ia V le	tronath	Spo	ed Spe	5 10 15 20 25 30		
М	WS	BS	S	T	W	I	A	Ld			
4	4	3	3	4	2	4	1	7 6	8 xp		
<u></u>	n										
Rog						wea	nog	: Han	weapon, Dagger		
Ork boy				•	nimos	,					
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М	ws	BS	S	Т	W	1	A	ed Sper Ld			
4	4	3	3	5	1	2	1	7 -	4 xp		
11	ماد										
Hrr			(0110	rd		wea	pon	: Axe.	Sword		
Ogre Bodyguard hired sword, large		armour: Light armour, Helmet									
mec	ısw	ora,	larg	ð		rule	s: S	low-W	tted, Fear, Large Target		
X Cor	nhat	Shoot	ing 🗖 A	cadem	nic IXI S	trenath	Sper	ed Spe	al 5 10 15 20 25 30		
6	3	2	4	4	3	3	2	7	5 xp		
	Dark Emissary										
				_		wea	pon	: Staff	of darkness		
	armour The Spiral			piral							
rules: Magic User, Bolt of dark light, Betrayl in death, Curse of the dark master, Fog of death, Sta											
	natis	s per	5011c					_			
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Granak	
Ork boy	weapon: 2x Dagger
x1	rules: Animosity
M WS BS S T W	
4 3 3 3 4 1	3 1 7 - XXXXIII 4 xp
Gmorkor, Norog	
Ork boy	weapon: Hand weapon, Dagger
x2	rules: Animosity
\Z	
4 4 3 3 4 1	2 2 7 - XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
4 4 3 3 4 1	
Oggrot	
Ork boy	weapon: 2x Dagger
x1	rules: Animosity
M WS BS S T W	1 A Ld Sv 5 10
4 3 3 3 4 1	2 2 7 - XX - 5 - 2 xp
Squig herder	
Goblin warrior	weapon: 2x dagger, short bow
x1	rules: Animosity, Not orks, Runts
4 2 3 3 3 1	3 1 5 - 0 xp
	О 1. О 1. О 2. О 2. О 2. О 2. О 2. О 2.
Carriago	
Squigs	rules: Movement, Minderz, Not orks, Animals
Squig	Taics. Movement, Minders, Not Oras, Animais
x1	
M WS BS S T W	1 A Ld Sv 5 10 10
D6 4 0 4 3 1	4 1 5 -