Orks, Goblins and Squigs

Orks

Alignment: chaotic

Warband Rating Calculator		Treasury		Stored Equipment
Hero Total Experience:	100 (+5)	Gold Crowns:	**20**	2x Dagger
Henchmen Total Experience:	18			
Members (**12**) x 5:	60	Shards:	**0**	
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

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

Grumlok & Gazbag

Ork leader

weapon: Axe, Sword, Rabbit's foot
armour: Helmet, Steel Cloth, Light armour, Lucky charm
rules: Leader, I am the scougre, Remarkable duellist, Step Aside, Irrepressible Hunger

☒ Combat ☒ Shooting ☐ Academic ☒ Strength ☒ Speed ☒ Special

M	WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	4	1	4	2	8	4

32 xp

Grommok

Big'Un

weapon: Axe, Dagger
armour: Light armour
rules: Money maker

☒ Combat ☒ Shooting ☐ Academic ☒ Strength ☐ Speed ☒ Special

M	WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	4	4	1	3	1	7	5

21 xp

Karhag

Big'Un

weapon: Axe, Hand weapon
armour: toughened leather
injuries: Chest wound

Combat	Shooting	Academic	Strength	Speed	Special
X	X		X		X

M	WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	3	1	3	2	7	6

18 xp

Wogga

Shaman

weapon: Dagger, Rabbit's foot
armour: Lucky charm
rules: Clubba, Zzap!, Hardened
injuries: Chest wound

Combat	Shooting	Academic	Strength	Speed	Special
			X		X

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

17 xp

Ug'Lash

Ork boy

weapon: Hand weapon, Dagger
armour: toughened leather
rules: Animosity

Combat	Shooting	Academic	Strength	Speed	Special
X			X		

M	WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	4	2	4	1	7	6

8 xp

Rog'Rogg

Ork boy

weapon: Hand weapon, Dagger
rules: Animosity

Combat	Shooting	Academic	Strength	Speed	Special
X			X		

M	WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	5	1	2	1	7	-

4 xp

Hrrlak

Ogre Bodyguard
hired sword, large

weapon: Axe, Sword
armour: Light armour, Helmet
rules: Slow-Witted, Fear, Large Target

Combat	Shooting	Academic	Strength	Speed	Special
X			X		

M	WS	BS	S	T	W	I	A	Ld	Sv
6	3	2	4	4	3	3	2	7	5

5 xp

Dark Emissary

Dark Emissary
dramatis personae

weapon: Staff of darkness
armour: The Spiral
rules: Magic User, Bolt of dark light, Betrayl in death, Curse of the dark master, Fog of death, Staff of Darkness, The Spiral

Combat	Shooting	Academic	Strength	Speed	Special

M	WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	3	3	2	3	1	8	5

0 xp

Granak

Ork boy
x1

weapon: 2x Dagger
rules: Animosity

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

4 xp

Gmorkor, Norog

Ork boy
x2

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	-

6 xp

Oggrot

Ork boy
x1

weapon: 2x Dagger
rules: Animosity

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

2 xp

Squig herder

Goblin warrior
x1

weapon: 2x dagger, short bow
rules: Animosity, Not orks, Runts

M	WS	BS	S	T	W	I	A	Ld	Sv
4	2	3	3	3	1	3	1	5	-

0 xp

Squigs

Squig
x1

rules: Movement, Minderz, Not orks, Animals

M	WS	BS	S	T	W	I	A	Ld	Sv
2D6	4	0	4	3	1	4	1	5	-

0 xp