Orks, Goblins and Squigs

Alignment: chaotic

Warband Rating Calculator	Treasury	Stored Equipment
Hero Total Experience: 91 (+5)	Gold Crowns: 12	3x Dagger
Henchmen Total Experience: 15		Short bow
Members (13) x 5: 65	Shards: 2	SHOILDOW
Large Creatures (1) x 20:		,
Hired Swords: (1) 5 (+0)	Treasure:	
Dramatis Personae: (0) + 0	Sell shard: 13	
Total Rating: 201	Routtest: 4 (14)	

Warband Objective	
Objective: Scrooge of the realm	
Achievements: 5CP, 10CP, Leader 30xp	
	Campaign Points: 12 XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

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:

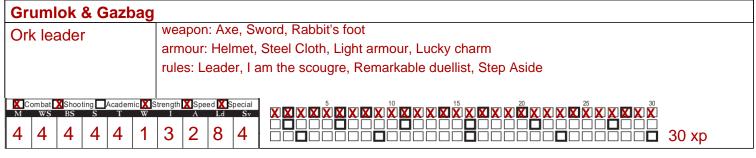
hates Scion of darknes leader, he has to charge them if in reach

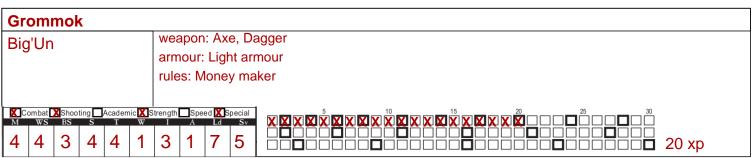
4+ stunned save

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: Hand weapon, Dagger						
			injuries: Chest wound							
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Wo	gga	<u>a</u>								
Shaman			weapon: Dagger							
				armour: Lucky charm rules: Clubba, Hardened						
			injuries: Chest wound							
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			rules: Animosity							
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Hrr	lak									
	Ogre Bodyguard weapon: Axe, Sword									
hired sword, large		armour: Light armour, Helmet rules: Slow-Witted, Fear, Large Target								
						rule	s: S	low-\	/Vitte	d, Fear, Large Target
X Co	mbat	Shoo	ting 🔲 A	cadem	nic X S	trength	Spe	ed S p	ecial	
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Gra	ına	k								
Ork boy			weapon: 2x Dagger rules: Animosity							
x1						rule	s: A	nimo	sity	
M	ws	BS	3	Т	w 1	2	А 1	Ld 7	Sv	
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Gmorkor, Norog					
Ork boy	weapon: Hand weapon, Dagger				
x2	rules: Animosity				
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Ork boy	weapon: 2x Dagger				
x1	rules: Animosity				
X1					
4 3 3 3 4 1	2 1 7 - X - 1 xp				
Squig herder					
Goblin warrior	weapon: Squig prodder				
x1	rules: Animosity, Not orks, Runts				
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Squigs					
Squig	rules: Movement, Minderz, Not orks, Animals				
x2					
M WS BS S T W	T. A. I.d. Sv.				
D6 4 0 4 3 1	4 1 5 - 0 xp				