


Orks

Alignment: chaotic

Warband Rating Calculator		Treasury		Stored Equipment	
Hero Total Experience:	91 (+5)	Gold Crowns:	12		3x Dagger
Henchmen Total Experience:	15				
Members (13) x 5:	65	Shards:	2		Short bow
Large Creatures (1) x 20:	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 

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 Grumluk (on 6 it cant be used anymore after, it breaks)
- Grumluk:
 - 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

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

[illegible]

Grommoks

Big'Un

Axe, Dagger
Light armour
Money maker

<input checked="" type="checkbox"/> Combat	<input checked="" type="checkbox"/> Shooting	<input type="checkbox"/> Academic	<input checked="" type="checkbox"/> Strength	<input type="checkbox"/> Speed	<input checked="" type="checkbox"/> Special																								
M	WS	BS	S	T	W	I	A	Ld	Sv																				
4	4	3	4	4	1	3	1	7	5																				

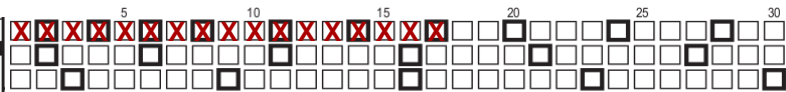
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Big'Un

Hand weapon, Dagger

Chest wound

<input checked="" type="checkbox"/> Combat		<input checked="" type="checkbox"/> Shooting		<input type="checkbox"/> Academic		<input checked="" type="checkbox"/> Strength		<input type="checkbox"/> Speed		<input checked="" type="checkbox"/> Special	
M	WS	BS	S	T	W	I	A	Ld	Sv		
4	4	3	3	3	1	3	2	7	-		

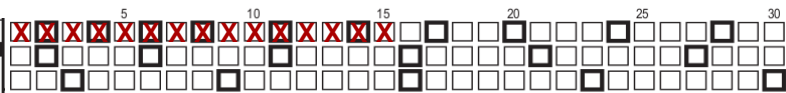


17 xp

Shaman

Dagger
Lucky charm
Clubba, Hardened
Chest wound

<input type="checkbox"/> Combat	<input type="checkbox"/> Shooting	<input type="checkbox"/> Academic	<input checked="" type="checkbox"/> Strength	<input type="checkbox"/> Speed	<input checked="" type="checkbox"/> Special				
M	WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	3	2	3	1	7	-



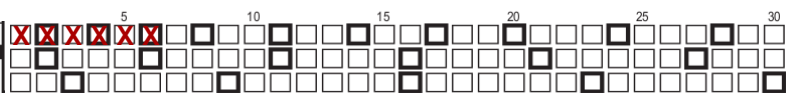
15 xp

Ork boy

Hand weapon, Dagger

Animosity

<input checked="" type="checkbox"/> Combat	<input type="checkbox"/> Shooting	<input type="checkbox"/> Academic	<input checked="" type="checkbox"/> Strength	<input type="checkbox"/> Speed	<input type="checkbox"/> Special				
M	WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	4	1	4	1	7	-



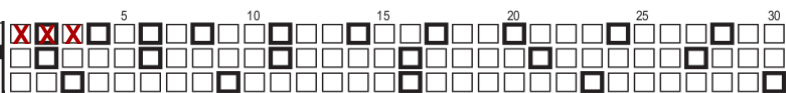
6 xp

Ork boy

Hand weapon, Dagger

Animosity

X Combat		Shooting		Academic		X Strength		Speed		Special	
M	WS	BS	S	T	W	I	A	Ld	Sv		
4	4	3	3	4	1	2	1	7	-		

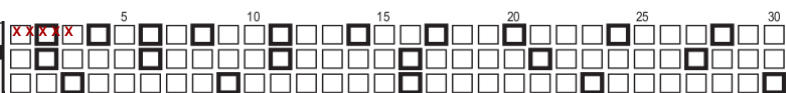


3 xp

Ogre Bodyguard

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

<input checked="" type="checkbox"/> Combat	<input type="checkbox"/> Shooting	<input type="checkbox"/> Academic	<input checked="" type="checkbox"/> Strength	<input type="checkbox"/> Speed	<input type="checkbox"/> Special
M	WS	BS	S	T	W
I	A	Ld	Sv		
6	3	2	4	4	3
					3
					2
					7
					5



5 xp

Ork boy

2x Dagger

x1

Animosity

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



3 xp

Gmorkor, Norog

Ork boy Hand weapon, Dagger

x2 Animosity

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

1	2	3	4	5					10						
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4 xp

Oggrot

Ork boy 2x Dagger

x1 Animosity

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

1				5					10						
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1 xp

Squig herder

Goblin warrior Squig prodder

x1 Animosity, Not orks, Runts

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

1	2	3		5					10						
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3 xp

Squigs

Squig Movement, Minderz, Not orks, Animals

x2

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

				5					10						
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0 xp