## Orks, Goblins and Squigs

## Alignment: chaotic

Warband Rating Calcu	llator	Treasury		Stored Equipment		
Hero Total Experience:	Gold Crowns:	19	Day D	6x Dagger		
Henchmen Total Experience:			2			
Members ( 9 ) x 5:	Members ( <b>9</b> ) x 5: 45				Short bow	
Large Creatures ( 1 ) x 20:	20					
Hired Swords: (2)	15 (+5)	Treasure:				
Dramatis Personae: (0) +	0 ` ´	Sell shard:	9			
Total Rating:	202	Routtest:	3 (11)			

	Warband Objective
Objective: Scrooge of the realm	
Achievements: 5CP, 10CP, Leader 30xp, 15CP	
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## 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:

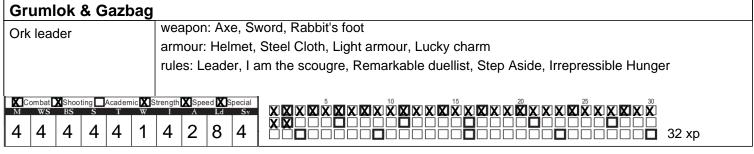
hates Scion of darknes leader, he has to charge them if in reach

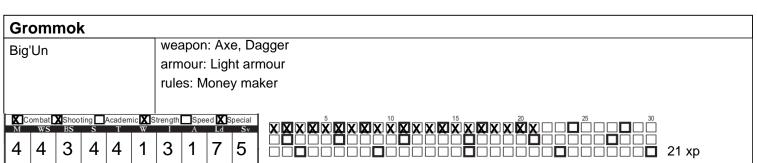
4+ stunned save

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: Axe, Hand weapon									
_			armour: Light armour injuries: Chest wound									
						inju	nes.	Cne	St W	ound		
<b>X</b> IC	mbat	Shoo	ting/	Acade	mic <b>X</b> S	trength	Spe	ed <b>X</b> Sp	ecial			
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Wc	Nogga											
	mar						•			, Rabbit's foot		
						armour: Lucky charm						
			rules: Clubba, Zzap!, Hardened injuries: Chest wound									
С	mbat	Shoo	ting 🔲	Acade	mic <b>X</b> S	-		ed <b>X</b> Sp				
4	4	3	3	3	2	3	1	7	- Sv	17 xp		
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			ı (K	og'	Έος	wea arm	our:	Tou	gher	eapon, Dagger ned leather		
			1 (K	og'	Έος	wea arm	our:		gher			
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Ork	boy	,	ting/		mic X S	wea	s: A	Toug	gher sity	ned leather		
Ork	boy ombat ws 4	Shoo BS	ting D	Acade T	mic X S	wea arm rule trength	s: A	Toug nimo	gher sity	ned leather    10		
Ork  A	boy ombat ws 4	Shoo BS	ting D	Acade T	mic X S	wea	s: A	Tougnimo	gher sity	ned leather    X   X   X		
Ork 4 Bla	boy  mbat ws  4	Shoo BS	ting D	Acade T	mic X S	wea	s: A	Tougnimo	gher sity eat A	ned leather    X   X   X   5   10   15   20   25   30   4   xp		
Ork 4 Bla	boy  mbat ws  4	Shoor BS	ting D	Acade T	mic X S	wea	s: A	Tougnimo	gher sity eat A	ned leather    X   X   X		
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Orange							
Ork boy	weapon: Hand weapon, Dagger						
x1	rules: Animosity						
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Blau							
Ork boy	weapon: Hand weapon, Dagger						
x1	rules: Animosity						
M WS BS S T W 4 4 3 3 4 1	2 2 7 - XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX						
Pink							
Ork boy	weapon: Hand weapon, Dagger						
x1	rules: Animosity						
M WS BS S T W 4 3 3 3 4 1	2 2 7 - XX - 5 - 2 xp						