Orks, Goblins and Squigs

Orks

Alignment: chaotic

Warband Rating Calculator		Treasury		Stored Equipment
Hero Total Experience:	113 (+5)	Gold Crowns:	**0**	6 Dagger
Henchmen Total Experience:	13			Hand weapon
Members (**9**) x 5:	45	Shards:	**0**	
Large Creatures (**0**) x 20:	0			
Hired Swords: **(1)**	12 (+5)	Treasure:		
Dramatis Personae: **(0)** +	0	Sell shard:	9	
Total Rating:	**193**	Routtest:	3 (10)	

Warband Objective

Objective: **Scougre 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

Grumlok & Gazbag

Ork leader

weapon: Axe, Sword, Rabbit's foot, Crossbow
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	9	4

36 xp

Grommok

Big'Un

weapon: Axe, Dagger, Crossbow
armour: Light armour, Lucky charm
rules: Moneymaker

☒ 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

23 xp

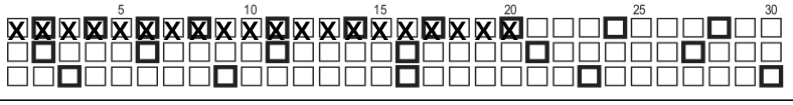
Karhag

Big'Un

weapon: Axe, Hand weapon, Crossbow
armour: Light armour, Lucky charm

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

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



20 xp

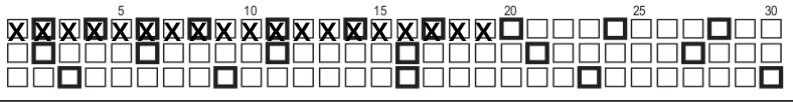
Wogga

Shaman

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

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

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



19 xp

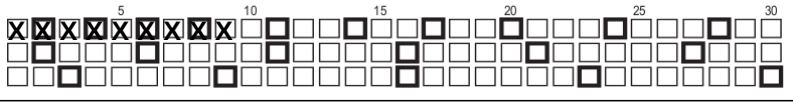
Ug'Lash

Ork boy

weapon: Axe, Dagger, Bow
armour: Light armour, Lucky charm
rules: Animosity
injuries: Old battle wound

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

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



9 xp

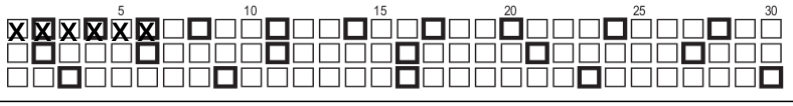
Rem'Buld

Ork boy

weapon: Axe, Dagger, Bow
armour: Toughened leathers
rules: Animosity, Moneymaker

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

M	WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	5	1	2	1	7	6



6 xp

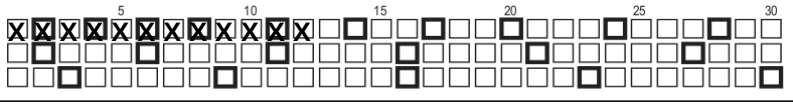
Black Ork

Black Ork
hired sword

weapon: Great axe
armour: Heavy armour, Helmet
rules: I said shut it'!, Who's da Boss!, Whose Da Man?, Independent, Black Ork

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

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



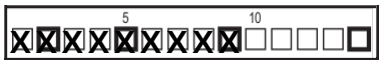
12 xp

Blau

Ork boy
x1

weapon: Hand weapon, Dagger, Bow
armour: Toughened leathers
rules: Animosity

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



9 xp

Pink

Ork boy
x1

weapon: Hand weapon, Dagger, Bow
rules: Animosity

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

3 xp

Orange

Ork boy
x1

weapon: Hand weapon, Dagger, Bow
rules: Animosity

M	WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	3	4	1	2	0	7	-

1 xp