Orks, Goblins and Squigs

Alignment: chaotic

Warband Rating Calcu	llator	Тгеаѕигу		Stored Equipment		
Hero Total Experience:	Gold Crowns:	10	Du. D	6 Dagger		
Henchmen Total Experience:	Ob and a	^		Hand weapon		
Members (9) x 5:	Shards:	U	-	•		
Large Creatures (0) x 20: Hired Swords: (1)	12 (+5)	Treasure:			Short bow	
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:

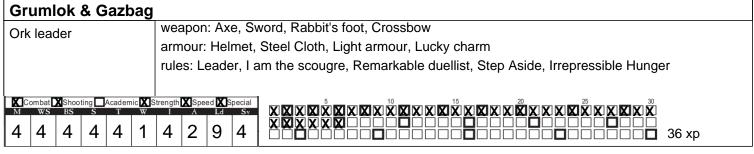
hates Scion of darknes leader, he has to charge them if in reach

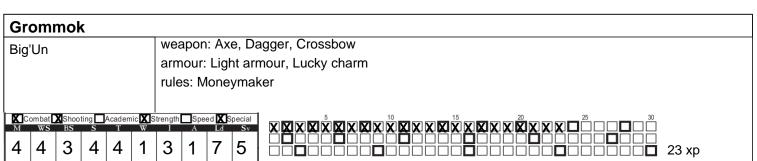
4+ stunned save

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





Ka	Karhag											
Big'Un			weapon: Axe, Hand weapon, Crossbow									
				arm	armour: Light armour, Lucky charm							
X C	ombat WS	Shoot BS	ing 🔲 A	Academ T	nic X S W	Strength	Spe A	ed X S Ld	pecial Sv			
4	4	3	3	4	1	3	2	7	5			
Wo	gga	3				1				Dall Market		
Sha	ımar	ı					weapon: Dagger, Rabbit's foot armour: Lucky charm					
							rules: Clubba, Zzap!, Hardened					
							injuries: Chest wound					
M M	ws	Shoot BS	ing/	Academ T	nic X S W	Strength	Spe A	ed X S Ld	pecial Sv			
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		_										
	'Las	sh				wea	apon	ı: Ax	e. Da	gger, Crossbow		
Ork	boy						-			nour, Lucky charm		
								nimo	-			
Y C	omhat	Shoot	ing 🗖	Academ	nic Y IS		injuries: Old battle wound rength Speed Special Specia					
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R۵	m'B	uld	<u> </u>									
	boy	uiu				wea	apon	ı: Ax	e, Da	gger, Crossbow		
	,								_	ed leathers		
						rule	rules: Animosity, Moneymaker					
X C	ombat	Shoot	ing 🔲	Academ	nic X S	Strength	Spe	ed S	pecial			
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Bla	ack	Ork	<u> </u>									
Bla	ck O	rk					weapon: Great axe					
hired sword			armour: Heavy armour, Helmet rules: I said shut it'!, Who's da Boss!, Whose Da Man?, Independent, Black Ork									
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Blau												
Ork boy				weapon: Hand weapon, Dagger armour: Toughened leathers								
x1			l	rules: Animosity								
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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 - XXX - 3 xp				
Orongo					
Orange Ork boy	weapon: Hand weapon, Dagger				
x1	rules: Animosity				
M WS BS S T W 4 3 3 3 4 1	2 1 7 - X X X X X X X X X X X X X X X X X X				