


Orks

Alignment: chaotic

Warband Rating Calculator		Treasury		Stored Equipment	
Hero Total Experience:	100 (+5)	Gold Crowns: 20		3x Dagger	
Henchmen Total Experience:	18				
Members (12) x 5:	60	Shards: 0			
Large Creatures (1) x 20:	20				
Hired Swords: (1)	5 (+0)	Treasure:			
Dramatis Personae: (1) +	80	Sell shard: 12			
Total Rating:	288	Routtest: 4 (14)			

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

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	<p>weapon: Axe, Sword, Rabbit's foot</p> <p>armour: Helmet, Steel Cloth, Light armour, Lucky charm</p> <p>rules: Leader, I am the scougre, Remarkable duellist, Step Aside, Irrepressible Hunger</p>
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Grommok

Big'Un	weapon: Axe, Dagger armour: Light armour rules: Money maker
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☒ 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

21 xp

[illegible][illegible]

Ug'Lash																	
Ork boy				weapon: Hand weapon, Dagger armour: toughened leather rules: 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	2	4	1	7	6	X	X	X	X	X	X	X	X

8 xp

[illegible]

Hrrlak Ogre Bodyguard hired sword, large weapon: Axe, Sword armour: Light armour, Helmet rules: 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 6	WS 3	BS 2	S 4	T 4	W 3	I 3	A 2	Ld 7	Sv 5

Dark Emissary														
Dark Emissary					weapon: Staff of darkness									
dramatis personae					armour: The Spiral									
					rules: Magic User, Bolt of dark light, Betrayl in death, Curse of the dark master, Fog of death, Staff of Darkness, The Spiral									
<input type="checkbox"/> Combat	<input type="checkbox"/> Shooting	<input type="checkbox"/> Academic	<input type="checkbox"/> Strength	<input type="checkbox"/> Speed	<input type="checkbox"/> Special									
M	WS	BS	S	T	W	I	A	Ld	Sv					
4	3	3	3	3	2	3	1	8	5					

Granak											
Ork boy x1					weapon: 2x Dagger rules: Animosity						
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4	3	3	3	4	1	3	1	7	-	4 xp	

Gmorkor, Norog											
Ork boy x2						weapon: Hand weapon, Dagger rules: Animosity					
M	WS	BS	S	T	W	I	A	Ld	Sv		
4	4	3	3	4	1	2	2	7	-	6 xp	

Oggrot

Ork boy
x1

weapon: 2x Dagger
rules: Animosity

MWSBSSTWTTALdSv

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XX□□□□□□5□□□□□□10□□□□□□

2 xp

Squig herder											
Goblin warrior x1				weapon: 2x dagger rules: Animosity, Not orks, Runts							
M	WS	BS	S	T	W	I	A	Ld	Sv	<div> <div> <div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div> </div> <div> <div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div> </div> </div>	
4	2	3	3	3	1	3	1	5	-	0 xp	

Squigs																																																																			
Squig x1					rules: Movement, Minderz, Not orks, Animals																																																														
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