Orks, Goblins and Squigs

Alignment: chaotic

Warband Rating Calcu	llator	Тгеаѕигу		Stored Equipment		
Hero Total Experience:	100 (+5)	Gold Crowns:	19	24	6x Dagger	
Henchmen Total Experience:	Henchmen Total Experience: 12 ` ´					
Members (9) x 5:	Members (9) x 5: 45			The same of the sa	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:

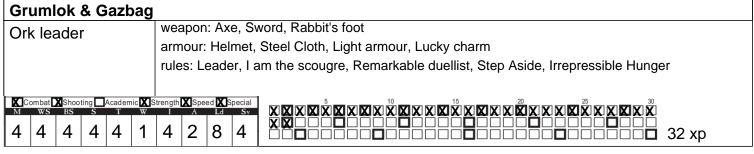
hates Scion of darknes leader, he has to charge them if in reach

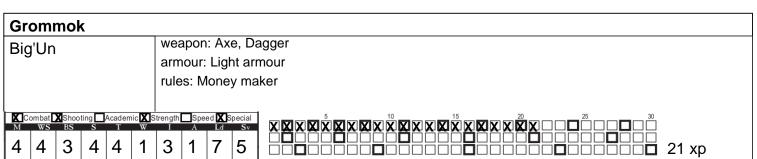
4+ stunned save

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





Ka	Karhag											
Big'Un			weapon: Axe, Hand weapon									
· ·			armour: Light armour injuries: Chest wound									
						ınju	ries:	Cnes	St W	ound		
X C	ombat	Shoot	ing 🔲 A	cader	nic X IS	trength	Spe	ed X Sp	ecial			
4	4	3	3	3	1	3	2	/	5	18 xp		
Wa	ogg	 а										
	ama					wea	apon	ı: Daç	gger	, Rabbit's foot		
•	•					armour: Lucky charm						
						rules: Clubba, Zzap!, Hardened injuries: Chest wound						
Пс	nmhat	Shoot	ina 🗖	rader	nic V IS			ed XI Sp				
М	WS	BS	S	Т	W	I	A	Ld	Sv			
4	4	3	3	3	2	3	1	7	-	17 xp		
l la	'La	sh										
	k bo					wea	apon	: Har	nd w	eapon, Dagger		
O 11	` 50	, y				arm	our:	Tou	gher	ned leather		
						rule	s: A	nimo	sity			
X 1c	ombat	Shoot	ina 🗖 /	cader	nic XI S	trenath	Spe	ed S p	ecial	5 10 15 20 25 30		
M	WS	BS	S	T	W	I	A	Ld	Sv			
4	4	3	3	4	2	4	1	7	6	8 xp		
Re	m'E	Buld	{R	oa'	Roc	aa}						
	k bo		(- 9	,		apon	: Har	nd w	eapon, Dagger		
•	armour: Toughened leather				ned leather							
						rule	s: A	nimo	sity			
X C	ombat	Shoot	ina 🗖	cader	nic X IS	trenath	Spe	ed S p	ecial	5 10 15 20 25 30		
М	WS	BS	S	Т	W	1	A	Ld	Sv			
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Bla	ack	Ork										
	Black Ork weapon: Great Axe											
hired sword		armour: Heavy armour, Helmet										
						rule	s: I s	said s	shut	it'!, Who's da Boss!, Whose Da Man?, Independent, Black Ork		
X C	ombat	Shoot	ing 🔲 A	cader	nic X IS	trength	Spe	ed X Sp	ecial			
м 4	_	3	4	4	1	2			3			
4	4	3	4	4	ı		1	'	J	10 xp		
Hr	Hrrlak											
Ogre Bodyguard weapon: Axe, Sword												
hired sword large				armour: Light armour, Helmet								
		,	J			rule	s: S	iow-V	vitte	d, Fear, Large Target		
						l				· ·		
X C	ombat	Shoot	ing 🔲 A	cader	nic X S	trength	Spe	ed S p	ecial	5 10 15 20 25 30		
X IC M	ombat WS	Shoot BS	ing □A S	cader T	ic X S	strength	Sper A	Ld	ecial Sv	EXECUTION 5 15 20 25 30 4 5 5 5 7 5 7 7 7 7 7 7 7 7		

Orange							
Ork boy	weapon: Hand weapon, Dagger						
x1	rules: Animosity						
M WE BE E T W							
4 3 3 3 4 1	3 1 7 - XXXXIII 4 xp						
Blau							
Ork boy	weapon: Hand weapon, Dagger						
x1	rules: Animosity						
M WS BS S T W	i A Id Su						
4 4 3 3 4 1	2 2 7 - XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX						
Pink							
Ork boy	weapon: Hand weapon, Dagger						
x1	rules: Animosity						
N. W. D. C. T. W.							
4 3 3 3 4 1	2 2 7 - XX - 5 - 2 xp						