Orks, Goblins and Squigs

Alignment: chaotic

Warband Rating Calcu	ulator	Treasury		Stored Equipment		
Hero Total Experience:	Gold Crowns:	94	Du D	Hand weapon		
Henchmen Total Experience:	9	Charda	^		6 Dagger	
Members (8) x 5: Large Creatures (1) x 20:	40 20	Shards:	U	-	Short bow	
Hired Swords: (2)	18 (+5)	Treasure:			Short bow	
Dramatis Personae: (0) +	0	Sell shard:	8			
Total Rating:	203	Routtest:	3 (10)			

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

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:

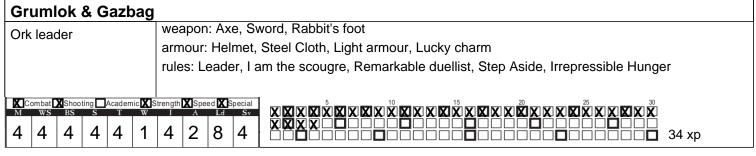
hates Scion of darknes leader, he has to charge them if in reach

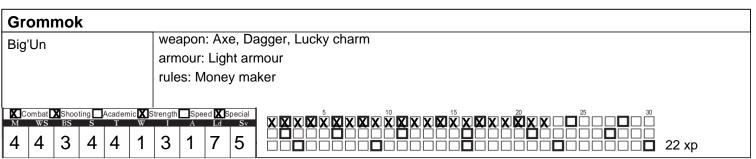
4+ stunned save

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											
Dig On				weapon: Axe, Hand weapon, Lucky charm								
			armour: Light armour									
	injuries: Chest wound											
X 10	ombat	Shoot	ng 🔲 A	Academ	ic X S	trength	Spe	ed X Sp	ecial			
M	WS	BS	2	T 2	w 1	3	A	Ld 7	Sv E			
4	4	3	3	3	1	3	2		5	□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□		
١٨/،												
	gga					wea	apon	n: Dad	ager	, Rabbit's foot		
Sna	mar	l				armour: Lucky charm						
						rules: Clubba, Zzap!, Hardened						
						injuries: Chest wound						
<u></u> С	ombat WS	Shoot BS	ing □ A	\cadem T	ic X S W	trength I	Spe A	ed X Sp	ecial Sv			
4	4	3	3	3	2	3	1	7	-			
Ug	'Las	sh										
Ork	boy						-	ı: Axe				
								: Ligh ·		nour		
								nimo	-	o wound		
X C	ombat	Shoot	na 🗖 A	Academ	ic X S	-		. Old ed □Sp		e wound 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	5	8 xp		
_												
		uld				WAS	anon	ı· Har	ad w	eapon, Dagger		
Ork	boy						-			ned leathers		
								nimo	_			
X C	ombat WS	Shoot BS	ng 🔲 A	\cadem T	ic X S W	trength I	Spe A	ed Sp Ld	ecial Sv			
4	4	3	3	5	1	2	1	7	6	5 xp		
Bla	ick	Ork										
Bla	ck O	rk					•	n: Gre				
hired sword			armour: Heavy armour, Helmet rules: I said shut it'!, Who's da Boss!, Whose Da Man?, Independent, Black Ork									
						ruie	S. 1	saids	Snut	it!, who's da boss!, whose Da Man?, independent, black Ork		
X C	ombat	Shoot	ing 🔲 A	Academ	ic X S	trength	Spe	ed X Sp	ecial			
4	4	3	4	5	1	2	1	7	3			
4	4	3	4	5	ı		ı	1	<u> </u>	11 xp		
Hr	· ak											
	Hrrlak Ogre Bodyguard weapon: Axe, Sword											
		armour: Light armour, Helmet										
hired sword, large			rule	rules: Slow-Witted, Fear, Large Target								
∇ 1○	mbail	Cha-'	,,, — ,	lood	ا کام	troncat	0-	ed S p	100001	5 10 15 20 25 20		
M	WS	BS	S	T	W	i ength	A	Ld	Sv			
\sim										- 1 (NESSE) (1 11 (NESSE) (1 11 (NESSE)		
6	3	2	4	4	3	3	2	7	5	7 xp		

Blau				
Ork boy	weapon: Hand weapon, Dagger			
x1 armour: Toughened leathers				
rules: Animosity				
M WS BS S T W 4 4 3 3 4 1	2 2 7 6 $\mathbf{X}\mathbf{X}\mathbf{X}\mathbf{X}\mathbf{X}\mathbf{D}$			
Pink				
Ork boy	y weapon: Hand weapon, Dagger			
x1	rules: Animosity			

2 xp

4 3 3 3 4 1 2 2 7