Orks, Goblins and Squigs

Orks

Alignment: chaotic

Warband Rating Calculator		Treasury		Stored Equipment
Hero Total Experience:	92 (+5)	Gold Crowns:	**13**	none
Henchmen Total Experience:	20	Shards:	**0**	
Members (**17**) x 5:	85	Treasure:		
Large Creatures (**0**) x 20:	0			
Hired Swords: **(0)**	0 (+0)			
Dramatis Personae: **(0)** +	0			
Total Rating:	**202**	Routtest:	5 (17)	

Warband Objective

Objective: **Scrooge of the realm**

Achievements:
none

Campaign Points: 6

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).
- Concussion (stunned=2-4 using clubs).
- 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" or run in the 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)
- +1 exploration dice next time discarding one
- Grumlok hates Scion of darknes leader, he has to charge them if in reach
- Sold 4 wyrdstone (1 from treasure chest) = 55gc
- Bought: 1 light armour (20gc), 1 Ork Boy (25gc) + free dagger + dagger from squig herder

Name: **Grumlok & Gazbag**

Type: Ork leader

[X] Combat [X] Shooting [ ] Academic [X] Strength [X] Speed [X] Special

M	WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	4	1	3	2	8	4

HERO — Racial Maximums — Experience

Skills & Spells:
Leader
I am the scougre

Equipment:
Axe
Dagger
Steel Cloth
Helmet
Light armour
Lucky charm

Injuries:

Total Experience: 27

Name: **Grommok**

Type: Big'Un

[X] Combat [X] Shooting [ ] Academic [X] Strength [ ] Speed [X] Special

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

HERO — Racial Maximums — Experience

Skills & Spells:

Equipment:
Hand weapon
Dagger

Injuries:

Total Experience: 18

Name: Ug'Lash
Type: Big'Un

[X] Combat [X] Shooting [ ] Academic [X] Strength [ ] Speed [X] Special

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

HERO — Racial Maximums — Experience

Skills & Spells:

Equipment:
Hand weapon
Dagger

Injuries:

Total Experience: 18

Name: Karhag
Type: Big'Un

[X] Combat [X] Shooting [ ] Academic [X] Strength [ ] Speed [X] Special

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

HERO — Racial Maximums — Experience

Skills & Spells:

Equipment:
Hand weapon
Dagger

Injuries: Chest wound

Total Experience: 16

Name: Wogga
Type: Shaman

[ ] Combat [ ] Shooting [ ] Academic [X] Strength [ ] Speed [X] Special

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

HERO — Racial Maximums — Experience

Skills & Spells:
Clubba

Equipment:
Hand weapon
Dagger

Injuries:

Total Experience: 13

Name: Norog — Henchmen
Type: Ork boy — **Number:** 1

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

Skills & Special Rules:
Animosity

Equipment:
Dagger
Dagger

Group Experience: 3

Name: Granak — Henchmen
Type: Ork boy — **Number:** 1

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

Skills & Special Rules:
Animosity

Equipment:
Dagger
Dagger

Group Experience: 1

Name: Gmorkor — Henchmen
Type: Ork boy — **Number:** 1

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

Skills & Special Rules:
Animosity

Equipment:
Dagger
Dagger

Group Experience: 1

Name: Oggrot — Henchmen
Type: Ork boy — **Number:** 1

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

Skills & Special Rules:
Animosity

Equipment:
Dagger
Dagger

Group Experience: 1

Name: **Golm**	Henchmen								
Type: Ork boy						Number: **1**			
M	WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	3	4	1	2	1	7	-

Skills & Special Rules:
Animosity

Equipment:
Dagger
Dagger

Group Experience: 0

Name: **Goblins**	Henchmen								
Type: Goblin warrior						Number: **4**			
M	WS	BS	S	T	W	I	A	Ld	Sv
4	2	3	3	3	1	4	1	5	-

Skills & Special Rules:
Animosity
Not orks
Runts

Equipment:
Dagger
Dagger

Group Experience: 3

Name: **Squig herder**	Henchmen								
Type: Goblin warrior						Number: **1**			
M	WS	BS	S	T	W	I	A	Ld	Sv
4	2	4	3	3	1	3	1	5	-

Skills & Special Rules:
Animosity
Not orks
Runts

Equipment:
Squig prodder
Short Bow

Group Experience: 2

Name: **Squigs**	Henchmen								
Type: Squig						Number: **2**			
M	WS	BS	S	T	W	I	A	Ld	Sv
2D6	4	0	4	3	1	4	1	5	-

Skills & Special Rules:
Movement
Minderz
Not orks
Animals

Equipment:

Group Experience: 0