## Orks, Goblins and Squigs

Alignment: chaotic

Warband Rating Calc	ulator	Treasury	7	Stored Equipment		
Hero Total Experience:	83 (+5)	Gold Crowns:	3	Day D	none	
Henchmen Total Experience:	12 ` ´			₹ A		
Members ( 19 ) x 5:	95	Shards:	1	1		
Large Creatures ( 0 ) x 20:	0			'		
Hired Swords: (0)	0	Treasure:				
Dramatis Personae: +						
Total Rating:	195	Routtest:	5			

## Notes (Skill Descriptions, Spell Descriptions, etc.):

- If encounter beastmen: roll D6 "Traces to Chaos" (1-3 nothing happen, 4-5 Leader is frenzy, 6 add 1CP to your warband).
- Concussion (2-4 stunned bei Clubs) beachten.
- 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 the movement phase and charge if the next foe is in charge range.
- Roll for random happenings.
- Don't forget to do the fear tests.

Na	Name: Grumlok & Gazbag									Skills & Spells: Leader	Equipment:	Helmet
Type: Ork leader										2000.	Axe	Lucky charm
XCombat XShooting Academic XStrength XSpeed XSpecial											Dagger	
M	ombat WS	X Shoo BS	ting 🔼 S	Acaden T	nic 🔼 S W	trength	X Spe	ed 🔼 S Ld	pecial Sv			
4	1	4	1	4	4	2	4	8			Injuries:	
4	4	4	4	4	'	3	'	0	_	5 10 15 VVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVV	20 25	30 ▼ Total Experience ▼
												23
⑤ Racial Maximums ↑ Experience ▶								Experie	ence >			

Na	Name: <b>Grommok</b>									Skills & Spells:	Equipment:
Type: Big'Un											Hand weapon
, <b>,</b> -								. [37]			Dagger
M	ws	mbat Shooting Academic Strength Speed Special WS BS S T W I A Ld Sv									
4	4	3	2	4	1	3	1	7	_		Injuries:
_	<u> </u>	<u> </u>	<u> </u>	_	<u>'</u>	5		<b>'</b>			→ Total Experience →
	<u> </u>										16
[B!	↑ Racial Maximums ↑ Experience ▶							Experi	ence >		



