Orks, Goblins and Squigs
Orks

Alignment: chaotic

Warband Rating Calculator		Treasury		Stored Equipment
Hero Total Experience:	85 (+5)	Gold Crowns: **2**		1 dagger
Henchmen Total Experience:	13			
Members (**18**) x 5:	90	Shards: **0**		
Large Creatures (**0**) x 20:	0			
Hired Swords: **(0)**	0 (+0)	Treasure:		
Dramatis Personae: **(0)** +	0			
Total Rating:	**193**	Routtest: 5 (18)		

Warband Objective

Objective: **Scrooge of the realm**

Achievements:
none

Campaign Points: 10

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" 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)
- Grumlok hates Scion of darknes leader, he has to charge them if in reach
- Grumlok 4+ stunned save & Parry on >= hit & 5+ wound save (no mod)
- Sold 6 wyrdstone (1 from scenario 3) = 80gc + 2D6=7gc + 2gc (garlic) = 7gc
  => 89gc + 13gc (treasure chest) = 102gc
- Bought: 1 sword (10gc) + 2 squigs (15gc) + 3 goblins (15gc) + 5 handweapon (3gc) => 100gc

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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

▲ Racial Maximums ▲   Experience ▶

HERO

Skills & Spells:
Leader
I am the scougre
Remarkable duellist
Step Aside

Equipment:
Axe
Sword

Steel Cloth
Helmet
Light armour
Lucky charm

Injuries:

Total Experience: **29**

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	-

▲ Racial Maximums ▲   Experience ▶

HERO

Skills & Spells:

Equipment:
Handweapon
Dagger

Injuries:

Total Experience: **19**

Karhag

Type: Big'Un

Advances: [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: **Handweapon** / Handweapon

Injuries: Chest wound

Total Experience: 16

Wogga

Type: Shaman

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

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

HERO — Racial Maximums — Experience

Skills & Spells: Clubba / Hardened

Equipment: **Handweapon**

Injuries: Chest wound

Total Experience: 14

Norog

Type: Ork boy

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

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

HERO — Racial Maximums — Experience

Skills & Spells: Animosity

Equipment: **Handweapon** / Handweapon

Injuries:

Total Experience: 5

Oggrot

Type: Ork boy

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

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

HERO — Racial Maximums — Experience

Skills & Spells: Animosity

Equipment: **Handweapon** / Handweapon

Injuries:

Total Experience: 2

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: 3

Gmorkor

Henchmen

Type: Ork boy **Number:** 1

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

Skills & Special Rules: Animosity

Equipment: **Dagger** / Dagger

Group Experience: 2

Golm — Henchmen

Name: Golm							Number: 1		
Type: Ork boy									
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

X☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Group Experience 1

Goblins — Henchmen

Name: Goblins							Number: 1		
Type: Goblin warrior									
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

XXXX☐☐☐☐☐☐☐☐☐☐ Group Experience 4

Goblins2 — Henchmen

Name: Goblins2							Number: 3		
Type: Goblin warrior									
M	WS	BS	S	T	W	I	A	Ld	Sv
4	2	3	3	1	4	1	5		-

Skills & Special Rules:
Animosity
Not orks
Runts

Equipment:
Dagger
Dagger

☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Group Experience 0

Squig herder — Henchmen

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

Skills & Special Rules:
Animosity
Not orks
Runts

Equipment:
Squig prodder
2xDagger
Short Bow

XXX☐☐☐☐☐☐☐☐☐☐☐ Group Experience 3

Squigs — Henchmen

Name: Squigs							Number: 4		
Type: Squig									
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