Orks, Goblins and Squigs
Orks

Alignment: chaotic

Warband Rating Calculator		Treasury		Stored Equipment
Hero Total Experience:	85 (+5)	Gold Crowns: **0**		Dagger
Henchmen Total Experience:	17			
Members (**16**) x 5:	80	Shards: **0**		
Large Creatures (**0**) x 20:	0			
Hired Swords: **(0)**	0 (+0)	Treasure:		
Dramatis Personae: **(0)** +	0			
Total Rating:	**187**	Routtest: 4 (16)		

Warband Objective

Objective: **Scrooge of the realm**

Achievements:
none

Campaign Points: 10

[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" 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)
- Income scenario 3: Sold 5 wyrdstone (1 from scenario 3) = 70gc + (double 5 = axe + lucky charm)
  => 70gc + 13gc (treasure chest) = 83gc
- Bought: 1 sword (10gc) + 2 Ork boy (25+4gc) + 1 squig (15gc) = 83gc

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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

HERO — ▲ Racial Maximums ▲ — Experience ▶

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

Equipment:
Axe
Sword

Steel Cloth
Helmet
Light armour
Lucky charm

Injuries:

[X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][ ]
[ ]
[ ]

▼ 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	-

HERO — ▲ Racial Maximums ▲ — Experience ▶

Skills & Spells:

Equipment:
Axe
Dagger

Injuries:

[X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]
[ ]
[ ]

▼ Total Experience ▼
19

Karhag

Type: Big'Un

Skills: [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
Dagger

Injuries: Chest wound

Total Experience: **16**

Wogga

Type: Shaman

Skills: [ ]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:
Lucky charm
Dagger

Injuries: Chest wound

Total Experience: **14**

Ug'Lash {Norog}

Type: Ork boy

Skills: [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
Dagger

Injuries:

Total Experience: **5**

Rog'Rogg {Oggrot}

Type: Ork boy

Skills: [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
Dagger

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, Norog, Golm

Henchmen

Type: Ork boy **Number:** 3

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**

Oggrot {Golm}

Name:	**Oggrot {Golm}**						Henchmen				Skills & Special Rules:	Equipment:

Name:	**Oggrot {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

X■□□□■□□□□□■□□□□ Group Experience **1**

Goblins

Name:	**Goblins**	Henchmen
Type:	Goblin warrior	Number: **1**

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**

Squig herder

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

XXX□■□□□□■□□□□□■ Group Experience **3**

Squigs

Name:	**Squigs**	Henchmen
Type:	Squig	Number: **3**

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:

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