Orks, Goblins and Squigs

Orks

Alignment: chaotic

Warband Rating Calculator	
Hero Total Experience:	96 (+5)
Henchmen Total Experience:	15
Members (**13**) x 5:	65
Large Creatures (**1**) x 20:	20
Hired Swords: **(1)**	0 (+0)
Dramatis Personae: **(0)** +	0
Total Rating:	**201**

Treasury	
Gold Crowns:	**12**
Shards:	**2**
Treasure:	
Sell shard:	13
Routtest:	4 (14)

Stored Equipment

3x Dagger
Short bow

Warband Objective

Objective: **Scrooge of the realm**

Achievements:
5CP, 10CP, Leader 30xp

Campaign Points: 12

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

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
Rabbit's foot
Helmet
Steel Cloth
Light armour
Lucky charm

Injuries:

Total Experience: 30

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	5

HERO — Racial Maximums — Experience

Skills & Spells:
Money maker

Equipment:
Axe
Dagger
Light armour

Injuries:

Total Experience: 20

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	2	7	-

HERO — Racial Maximums — Experience

Skills & Spells:

Equipment:
Hand weapon
Dagger

Injuries: Chest wound

Total Experience: 17

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	3	2	3	1	7	-

HERO — Racial Maximums — Experience

Skills & Spells:
Clubba
Hardened

Equipment:
Dagger
Lucky charm

Injuries: Chest wound

Total Experience: 15

Name: Ug'Lash
Type: Ork boy

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

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

HERO — Racial Maximums — Experience

Skills & Spells:
Animosity

Equipment:
Hand weapon
Dagger

Injuries:

Total Experience: 6

Name: Rog'Rogg
Type: Ork boy

[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:
Hand weapon
Dagger

Injuries:

Total Experience: 3

Name: Hrrlak
Type: Ogre Bodyguard

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

M	WS	BS	S	T	W	I	A	Ld	Sv
6	3	2	4	4	3	3	2	7	5

Hired Sword — Racial Maximums — large

Skills & Spells:
Slow-Witted
Fear
Large Target

Equipment:
Axe
Sword
Light armour
Helmet

Injuries:

Total Experience: 5

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:
2x Dagger

Group Experience: 3

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

Skills & Special Rules:
Animosity

Equipment:
Hand weapon
Dagger

Group Experience 4

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:
2x Dagger

Group Experience 1

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

Group Experience 3

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