Orks, Goblins and Squigs

Alignment: chaotic

Warband Rating Calcu	lator	Treasury	7	Stored Equipment		
Hero Total Experience:	92 (+5)	Gold Crowns:	58	D 11	none	
Henchmen Total Experience:	20 ` ′			To the second		
Members (16) x 5:	80	Shards:	0	1		
Large Creatures (0) x 20:	0			`		
Hired Swords: (0)	0	Treasure:				
Dramatis Personae: +						
Total Rating:	197	Routtest:	4			
Mounts: (0)	0					

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).
- 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.
- +1 exploration dice next time discarding one
- 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
- "---" henchmen are not part of the game. Rout limit is 2.

Na	Name: Grumlok & Gazbag						ag			Skills & Spells: Equipment: Steel Clott				
Type: Ork leader							XSpe	ed 💢 S	pecial		Axe Helmet Dagger Lucky charm			
4	WS	BS 4	S	T 1	W	2	A	Ld 8	Sv 6		Injuries:			
4	4	4	4	4	<u>'</u>	3		0	O	XXXXXXXXXXXXXX		Total Experience •		
B.E	Racial Maximums A Experience								ence 🕨					

Name: Grommok									Skills & Spells:	Equipment:		
										Hand weapon		
Type: Big'Un											Dagger	
Combat Shooting Academic Strength Speed Special						Strength	Spe	ed 💢 S				
M	WS	BS	S	T	W	I	A	Ld	Sv		Injuries:	
4	4	3	1	1	1	2	1	7	_		I mjamos.	
+	🕶	٦	4	🕶	'	S	'	'	_	5 10 15 V V V V V V V V V V V V V V V V V V		▼ Total Experience ▼
												10
G.E	Racial Maximums A Experience							Experie	ence 🕨			18



