Orks, Goblins and Squigs
Orks

Alignment: chaotic

Warband Rating Calculator		Treasury		Stored Equipment
Hero Total Experience:	92 (+5)	Gold Crowns:	**43**	none
Henchmen Total Experience:	20			
Members (**17**) x 5:	85	Shards:	**0**	
Large Creatures (**0**) x 20:	0			
Hired Swords: **(0)**	0	Treasure:		
Dramatis Personae: +				
Total Rating:	**202**	Routtest:	5	

Mounts: (0)   0

Warband Objective

Objective: **Scrooge of the realm**

Achievements:
none

Campaign Points: 6

5 — 10 — 15 — 20

[X][X][X][X][X][X][ ][ ][ ]...

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
- Sold 4 wyrdstone (1 from treasure chest) = 55gc
- Bought 1 squig (15gc)

Name: Grumlok & Gazbag
Type: Ork leader

Skills & Spells: Leader

Equipment: **Axe** / Dagger — Steel Cloth / Helmet / Lucky charm

	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	6

Injuries:

Total Experience: **27**

Name: Grommok
Type: Big'Un

Skills & Spells:

Equipment: **Hand weapon** / Dagger

	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	-

Injuries:

Total Experience: **18**

Ug'Lash

Type: Big'Un

Skills & Spells:

Equipment:
Hand weapon
Dagger

Injuries:

	Combat	Shooting	Academic	Strength	Speed	Special
	X	X	☐	X	☐	X

M	WS	BS	S	T	W	I	A	Ld	Sv
4	5	3	3	4	1	3	1	7	-

HERO — Racial Maximums — Experience

Total Experience **18**

Karhag

Type: Big'Un

Skills & Spells:

Equipment:
Hand weapon
Dagger

Injuries:

	Combat	Shooting	Academic	Strength	Speed	Special
	X	X	☐	X	☐	X

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

HERO — Racial Maximums — Experience

Total Experience **16**

Wogga

Type: Shaman

Skills & Spells:
Clubba

Equipment:
Hand weapon
Dagger

Injuries:

	Combat	Shooting	Academic	Strength	Speed	Special
	☐	☐	☐	X	☐	X

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

HERO — Racial Maximums — Experience

Total Experience **13**

Norog — Henchmen

Type: Ork boy **Number:** 1

Skills & Special Rules:
Animosity

Equipment:
Dagger
Dagger

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

Group Experience **3**

Granak — Henchmen

Type: Ork boy **Number:** 1

Skills & Special Rules:
Animosity

Equipment:
Dagger
Dagger

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

Group Experience **1**

Gmorkor — Henchmen

Type: Ork boy **Number:** 1

Skills & Special Rules:
Animosity

Equipment:
Dagger
Dagger

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

Group Experience **1**

Oggrot — Henchmen

Type: Ork boy **Number:** 1

Skills & Special Rules:
Animosity

Equipment:
Dagger
Dagger

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

Group Experience **1**

Goblins — Henchmen

Name:	**Goblins**		
Type:	Goblin warrior	Number:	**4**

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

[X][X][X]□□□□□□□□□□□ Group Experience **3**
(markers at 5 and 10)

Squig herder — Henchmen

Name:	**Squig herder**		
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
Dagger
Short Bow

[X][X]□□□□□□□□□□□□ Group Experience **2**
(markers at 5 and 10)

Squigs — Henchmen

Name:	**Squigs**		
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:

□□□□□□□□□□□□□□ Group Experience **0**
(markers at 5 and 10)