## Orks, Goblins and Squigs

Alignment: chaotic

Warband Rating Calculator	Treasur	ry	Stored Equipment		
	(+5) Gold Crowns:	90	2x Dagger		
Henchmen Total Experience: 13	` '		ZA Bugger		
Members ( <b>12</b> ) x 5: 60	Shards:	0			
Large Creatures ( 0 ) x 20:			'		
Hired Swords: (0)	+0) Treasure:				
Dramatis Personae: (0) + 0	<u> </u>				
Total Rating: 163	Routtest:	3 (12)			

Warband Obje	ective
Objective: Scrooge of the realm	
Achievements:	
none	
	Campaign Points: 10  X X X X X X X X X X 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
- Sold 6 wyrdstone (1 from treasure chest) = 80gc + 2D6 = 7gc => 100gc
- Bought: 1 sword (10gc)

Na	me:	ne: Grumlok & Gazbag								Skills & Spells: Leader	Equipment:	Steel Cloth
_ /	pe:		ting	Acaden		Strength	X Spe	Ld	Sv	I am the scougre Remarkable duellist Step Aside	Axe Sword	Helmet Light armour Lucky charm
4 5£	<b>4</b>	4	4 A Raci	4 al Maxi	mums 4	3	2	8 Experi	4 ence >	XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX		25 Total Experience • 29

Name: <b>Grommok</b>										Skills & Spells:	Equipment:
Type: Big'Un											Hand weapon
XCombat XShooting Academic XStrength Speed XSpecial						tronath	Sne	ad <b>Y</b> S	necial		Dagger
M						I	A				Injuries:
4	4	3	4	4	1	3	1	7	-	5 10 15	20 25 30   ▼ Total Experience ▼
											19
G.E	↑ Racial Maximums ↑ Experience ▶							Experie	ence 🕨		



