# Orks, Goblins and Squigs

## Orks

**Alignment: chaotic**

| Warband Rating Calculator | | Treasury | | Stored Equipment |
|---|---|---|---|---|
| Hero Total Experience: | 113 (+5) | Gold Crowns: | **0** | 6 Dagger |
| Henchmen Total Experience: | 13 | Shards: | **0** | Hand weapon |
| Members ( **9** ) x 5: | 45 | Treasure: | | |
| Large Creatures ( **0** ) x 20: | 0 | Sell shard: | 9 | |
| Hired Swords: **( 1 )** | 12 (+5) | Routtest: | 3 (10) | |
| Dramatis Personae: **( 0 )** + | 0 | | | |
| Total Rating: | **193** | | | |

**Warband Objective**

Objective: **Scougre of the realm**

Achievements:
5CP, 10CP, Leader 30xp, 15CP

19

**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

### Grumlok & Gazbag

Ork leader

weapon: Axe, Sword, Rabbit's foot, Crossbow
armour: Helmet, Steel Cloth, Light armour, Lucky charm
rules: Leader, I am the scougre, Remarkable duellist, Step Aside, Irrepressible Hunger

☒ Combat ☒ Shooting ☐ Academic ☒ Strength ☒ Speed ☒ Special

| M | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| 4 | 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 4 |

36 xp

### Grommok

Big'Un

weapon: Axe, Dagger, Crossbow
armour: Light armour, Lucky charm
rules: Moneymaker

☒ Combat ☒ Shooting ☐ Academic ☒ Strength ☐ Speed ☒ Special

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

23 xp

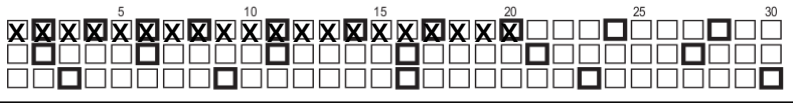
## Karhag

Big'Un

weapon: Axe, Hand weapon, Crossbow
armour: Light armour, Lucky charm

☒ Combat ☒ Shooting ☐ Academic ☒ Strength ☐ Speed ☒ Special

| M | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| 4 | 4 | 3 | 3 | 4 | 1 | 3 | 2 | 7 | 5 |



20 xp

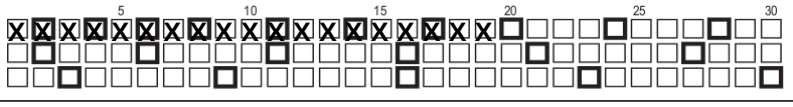
## Wogga

Shaman

weapon: Dagger, Rabbit's foot
armour: Lucky charm
rules: Clubba, Zzap!, Hardened
injuries: Chest wound

☐ Combat ☐ Shooting ☐ Academic ☒ Strength ☐ Speed ☒ Special

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



19 xp

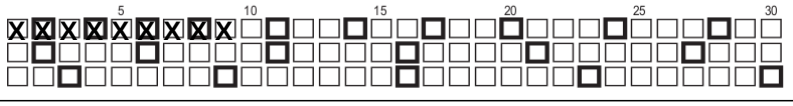
## Ug'Lash

Ork boy

weapon: Axe, Dagger, Bow
armour: Light armour, Lucky charm
rules: Animosity
injuries: Old battle wound

☒ Combat ☐ Shooting ☐ Academic ☒ Strength ☐ Speed ☐ Special

| M | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| 4 | 4 | 3 | 3 | 4 | 2 | 4 | 1 | 7 | 5 |



9 xp

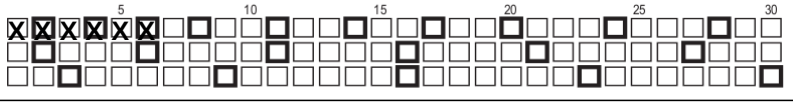
## Rem'Buld

Ork boy

weapon: Axe, Dagger, Bow
armour: Toughened leathers
rules: Animosity, Moneymaker

☒ Combat ☐ Shooting ☐ Academic ☒ Strength ☐ Speed ☐ Special

| M | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| 4 | 4 | 3 | 3 | 5 | 1 | 2 | 1 | 7 | 6 |



6 xp

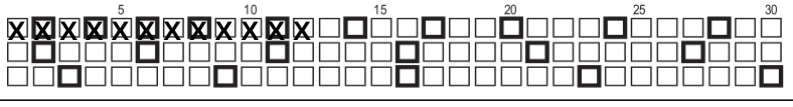
## Black Ork

Black Ork
hired sword

weapon: Great axe
armour: Heavy armour, Helmet
rules: I said shut it'!, Who's da Boss!, Whose Da Man?, Independent, Black Ork

☒ Combat ☐ Shooting ☐ Academic ☒ Strength ☐ Speed ☒ Special

| M | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| 4 | 4 | 3 | 4 | 5 | 1 | 2 | 1 | 7 | 3 |



12 xp

## Blau

Ork boy
x1

weapon: Hand weapon, Dagger, Bow
armour: Toughened leathers
rules: Animosity

| M | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| 4 | 4 | 4 | 3 | 4 | 1 | 2 | 2 | 7 | 6 |

9 xp

**Pink**

Ork boy
x1

weapon: Hand weapon, Dagger, Bow
rules: Animosity

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

3 xp

**Orange**

Ork boy
x1

weapon: Hand weapon, Dagger, Bow
rules: Animosity

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

1 xp