Orks, Goblins and Squigs

Alignment: chaotic

Warband Rating Calcu	lator	Treasur	ry	Stored Equipment		
Hero Total Experience:	85 (+5)	Gold Crowns:	15	Day D	Dagger	
Henchmen Total Experience:	17 ` ´			3	- 33 -	
Members (15) x 5:	75	Shards:	0	The		
Large Creatures (0) x 20:	0			`		
Hired Swords: (0)	0 (+0)	Treasure:				
Dramatis Personae: (0) +	0					
Total Rating:	182	Routtest:	4 (15)			

Warband Objective	
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 & 5+ wound save (no mod)
- Income scenario 3: Sold 5 wyrdstone (1 from scenario 3) = 70gc + (double 5 = axe + lucky charm) => 70gc + 13gc (treasure chest) = 83gc
- Bought: 1 sword (10gc) + 2 Ork boy (25+4gc) = 68gc

Na	me:	ne: Grumlok & Gazbag								Skills & Spells: Leader	Equipment:	Steel Cloth			
_ ′	pe:					Strength	X Spe	ed XS	pecial Sv	I am the scougre Remarkable duellist	Axe Sword	Helmet Light armour Lucky charm			
4	4	4	4	4	1	3	2	8	4	Step Aside	20	25 Total Experience T			
5 £	RO		▲ Raci	al Maxi	mums 4			Experi	ence 🕨	29					

Na	Name: Grommok									Skills & Spells:	Equipment:
											Axe
Type: Big'Un											Dagger
XC M	Combat Shooting Academic Strength Speed Special M WS BS S T W I A Ld Sv								pecial Sv		
			4	4	, W	2	A		J.		Injuries:
4	4	3	4	4	1	3	1	/	-		20 ▼ Total Experience ▼
											19
(BE	Racial Maximums A Experience							Experi	ence >		



