Orks, Goblins and Squigs

Alignment: chaotic

Warband Rating Calcu	lator	Treasur	ry	Stored Equipment								
Hero Total Experience:	96 (+5)	Gold Crowns:	12	Day D	3x Dagger							
Henchmen Total Experience:	15 ` ´			- 13 m								
Members (13) x 5:	65	Shards:	2	The same of the sa	Short bow							
Large Creatures (1) x 20:	20			`								
Hired Swords: (0)	0 (+0)	Treasure:										
Dramatis Personae: (0) +	0 ` ´											
Total Rating:	201	Routtest:	4 (14)									

Warband Objective											
Objective: Scrooge of the realm											
Achievements: 5CP, 10CP, Leader 30xp											
	Campaign Points: 12 XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX										

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)
- Grumlok Rabbits foot (reroll 1 dice during battle or if not ooA in exploration phase)

Name: Grumlok & Gazbag										Skills & Spells: Leader	Equipment:	Helmet				
Type: Ork leader X Combat X Shooting Academic X Strength X Special										I am the scougre Remarkable duellist	Axe Sword Rabbit's foot	Steel Cloth Light armour Lucky charm				
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Name: Grommok										Skills & Spells: Money maker	Equipment:	Light armour
Type: Big'Un											Dagger	
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Name: Karhag									Skills & Spells:										Equipment:											
Type: Big'Un **Combat **Shooting Academic **Strength Speed **Special																				Hand weapon Dagger										
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