Orks, Goblins and Squigs

Alignment: chaotic

Warband Rating Calcula	tor	Тгеаѕигу		Stored Equipment		
Hero Total Experience:	, 100 (10)				6 Dagger	-
Henchmen Total Experience:	Shards:			Short bow		
Members (9) x 5:	Members (9) x 5: 45				SHOILDOW	
Large Creatures (1) x 20:	20			`		
Hired Swords: (2)	18 (+5)	Treasure:				
Dramatis Personae: (0) +	0 `	Sell shard:	9			
Total Rating:	208	Routtest:	3 (11)			J

W	Varband Objective
Objective: Scrooge of the realm	
Achievements: 5CP, 10CP, Leader 30xp, 15CP	
	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$

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:

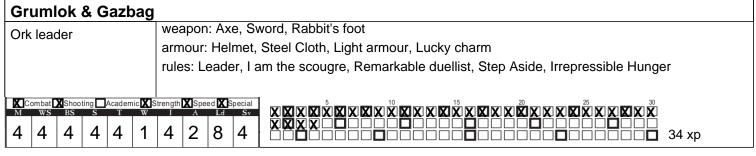
hates Scion of darknes leader, he has to charge them if in reach

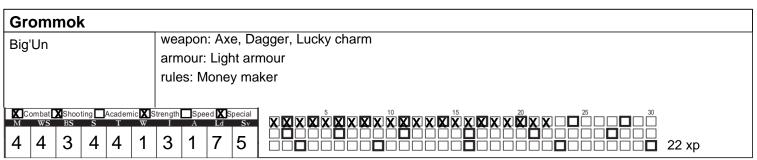
4+ stunned save

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





Ka	rha	g											
Big'Un					weapon: Axe, Hand weapon, Lucky charm								
			armour: Light armour injuries: Chest wound										
						ınju	ries:	Cne	St W	bund			
X 10	ombat	Shoot	ng 🔲 A	Academ	ic X S	trength	Spe	ed X Sp	ecial				
M	WS	BS	2	T 2	w 1	3	A	Ld 7	Sv E				
4	4	3	3	3	1	3	2		5	□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□			
١٨/،													
	gga					wea	apon	n: Dad	ager	, Rabbit's foot			
Sna	mar	l				armour: Lucky charm							
						rules: Clubba, Zzap!, Hardened							
						-	njuries: Chest wound						
<u></u> С	ombat WS	Shoot BS	ing □ A	\cadem T	ic X S W	trength I	Spe A	ed X Sp	ecial Sv				
4	4	3	3	3	2	3	1	7	-				
Ug	'Las	sh											
Ork	boy						-	ı: Axe					
								: Ligh ·		nour			
								nimo	-	o wound			
X C	ombat	Shoot	na 🗖 A	Academ	ic X S	-		. Old ed □Sp		e wound 5 10 15 20 25 30			
M	WS	BS	S	T	W	I	A	Ld	Sv				
4	4	3	3	4	2	4	1	7	5	8 xp			
_													
		uld				WAS	anon	ı· Har	ad w	eapon, Dagger			
Ork	boy						-			ned leathers			
								nimo	_				
X C	ombat WS	Shoot BS	ng 🔲 A	\cadem T	ic X S W	trength I	Spe A	ed Sp Ld	ecial Sv				
4	4	3	3	5	1	2	1	7	6	5 xp			
Bla	ick	Ork											
DIACK OIK				weapon: Great axe									
hired sword			armour: Heavy armour, Helmet rules: I said shut it'!, Who's da Boss!, Whose Da Man?, Independent, Black Ork										
						ruie	S. 1	saids	Snut	it!, who's da boss!, whose Da Man?, independent, black Ork			
X C	ombat	Shoot	ing 🔲 A	Academ	ic X S	trength	Spe	ed X Sp	ecial				
4	4	3	4	5	1	2	1	7	3				
4	4	3	4	5	ı		ı	1	<u> </u>	11 xp			
Hr	· ak												
Hrrlak Ogre Bodyguard weapon: Axe, Sword													
Ogre Bodyguard		armour: Light armour, Helmet											
hired sword, large rules: Slow-Witted, Fear, Large Target				d, Fear, Large Target									
∇ 1○	mbail	Cha-'	,,, — ,	lood	ا کام	troncat	0-	ed S p	100001	5 10 15 20 25 20			
M	WS	BS	S	T	W	i ength	A	Ld	Sv				
\sim										- 1 (NESS) (1) (1) (NESS) (1) (1) (NESS) (1) (1) (NESS) (1) (1) (NESS) (1) (NESS) (1) (NESS) (1) (NESS) (1) (N			
6	3	2	4	4	3	3	2	7	5	7 xp			

Blau							
Ork boy	weapon: Hand weapon, Dagger						
x1	armour: Toughened leathers						
	rules: Animosity						
4 4 3 3 4 1	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$						
Pink							
Ork boy	weapon: Hand weapon, Dagger						
x1	rules: Animosity						
W NG DG G T W							
4 3 3 3 4 1	2 2 7 - XX - 5 - 2 xp						
Orange							
Ork boy	weapon: Hand weapon, Dagger						
x1	rules: Animosity						
M WC DC C T							
4 3 3 3 4 1	2 0 7 - 0 xp						