Clubsgiving
Beastmen
Alignment: chaotic

Warband Rating Calculator		Treasury		Stored Equipment
Hero Total Experience:	77 (+0)	Gold Crowns: **15**		
Henchmen Total Experience:	16			
Members (**15**) x 5:	75	Shards: **0**		
Large Creatures (**0**) x 20:	0			
Hired Swords: **(0)**	0 (+0)	Treasure:		
Dramatis Personae: **(0)** +	0			
Total Rating:	**168**	Routtest: 4 (15)		

Warband Objective

Objective: **The Scion of Chaos**

Achievements:
none

Campaign Points: 4

[X][X][X][X][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]
[ ]

Notes (Skill Descriptions, Spell Descriptions, etc.):

- Roll for random happenings.

- Roll for Gor if they dont see an emeny

- Roll for Centigor

- If at the start of your movement phase any Gor or Ungor does not see any enemy, make a leaderhip test on 3D6 (roll three dices and choose the two lowest rolls). If the Gor or Ungor fails the test, he moves full allowed distance directly to the nearest fellow Gor or Ungor who is not in hand-to-hand combat (if there is any).

Name: a

Type: Beastmen Chieftain

[X] Combat [ ] Shooting [ ] Academic [X] Strength [X] Speed [X] Special

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

HERO — Racial Maximums — Experience ▶

Skills & Spells:
Leader

Equipment:
Club
Dagger

Injuries: Blind in One Eye, Leg Wound

Total Experience: **22**

[X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][X][ ][ ][ ][ ][ ][ ][ ][ ]
[ ]
[ ]

Name: b

Type: Beastmen Shaman

[X] Combat [ ] Shooting [ ] Academic [X] Strength [X] Speed [X] Special

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

HERO — Racial Maximums — Experience ▶

Skills & Spells:
Magic User
Eye of God 6"

Equipment:
Club
Club

Injuries:

Total Experience: **14**

[X][X][X][X][X][X][X][X][X][X][X][X][X][X][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]
[ ]
[ ]

Name: c

Type: Centigor

	M	WS	BS	S	T	W	I	A	Ld	Sv
[X] Combat [ ] Shooting [ ] Academic [X] Strength [ ] Speed [X] Special	8	4	3	4	4	1	2	1	7	-

HERO · Racial Maximums · Experience ▶

Skills & Spells:
Drunken   Sweeping Blow
Woodland Dwelling Cathayan Map (Beylandish)
Trample
Quadruped

Equipment:
Club
Club

Injuries:

▼ Total Experience ▼
12

Name: d

Type: Bestigors

	M	WS	BS	S	T	W	I	A	Ld	Sv
[X] Combat [ ] Shooting [ ] Academic [X] Strength [ ] Speed [X] Special	5	4	3	4	4	1	3	1	7	-

HERO · Racial Maximums · Experience ▶

Skills & Spells:

Equipment:
Club
Club

Injuries:

▼ Total Experience ▼
10

Name: e

Type: Bestigors

	M	WS	BS	S	T	W	I	A	Ld	Sv
[X] Combat [ ] Shooting [ ] Academic [X] Strength [ ] Speed [X] Special	5	4	3	4	4	1	4	2	7	-

HERO · Racial Maximums · Experience ▶

Skills & Spells:

Equipment: Light Armour
Halberd

Injuries:

▼ Total Experience ▼
15

Name: **Super Toddy**

Type: Gor

	M	WS	BS	S	T	W	I	A	Ld	Sv
[X] Combat [ ] Shooting [ ] Academic [ ] Strength [ ] Speed [X] Special	5	5	3	3	4	1	4	1	6	-

HERO · Racial Maximums · Experience ▶

Skills & Spells:
Infighting

Equipment:
Club
Club

Injuries:

▼ Total Experience ▼
4

Name: **Toddy**

Henchmen

Type: Gor   **Number:** 3

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

Skills & Special Rules:
Infighting

Equipment:
Club
Dagger

Group Experience
2

Name: **Wuff**

Henchmen

Type: Warhounds of Chaos   **Number:** 4

M	WS	BS	S	T	W	I	A	Ld	Sv
7	4	0	4	3	1	3	1	5	-

Skills & Special Rules:
Animals

Equipment:

Group Experience
0

Name:	**Dagger**				Henchmen	
Type:	Gor			Number:	**2**	

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

Skills & Special Rules:

Infighting

Equipment:

Club
Sword

Group Experience

5 10

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Name:	**Dagger**				Henchmen	
Type:	Gor			Number:	**2**	

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

Skills & Special Rules:

Infighting

Equipment:

Club
Sword

Group Experience

5 10

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