Clubsgiving

Beastmen

Alignment: chaotic

	2	1000		0.45.
Warband Rating Calcu	ulator	Treasu	ry	Stored Equipment
Hero Total Experience:	81 (+0)	Gold Crowns:	34	
Henchmen Total Experience:	19 ` ´			
Members (16) x 5:	80	Shards:	1	
Large Creatures (0) x 20:	0			
Hired Swords: (0)	0 (+0)	Treasure:		
Dramatis Personae: (0) +	0 `	Sell shard:	16	
Total Rating:	180	Routtest:	4 (16)	

Warband Objective	
Objective: The Scion of Chaos	
Achievements:	
none	
	Campaign Points: 3

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).

Na	me:	Ted								Skills & Spells:	Equipment:	Heavy Armour
						- 44 -	:			Leader	Club	
Type: Beastmen Chieftain					епа	un				Dagger		
X	X Combat Shooting Academic Strength X Speed X Special M WS BS S T W I A Ld Sv						X Spe	ed <mark>X</mark> S Ld	pecial Sv			
4		2	4	1	Ĭ	1	4	7	3,		Injuries: Blind in One	Eye, Leg Wound
4	4		4	4	П	4	1	/	-			30 ▼ Total Experience ▼
												22
B £	↑ Racial Maximums ↑ Experience ▶					Experi	ence >					

Name: Barney										Skills & Spells: Magic User	Equipment:	
Type: Beastmen Shaman										Eye of God 6" Club		
M M	Combat Shooting Academic Strength Speed Special WS BS S T W J A Ld Sv							ed <mark>X</mark> S Ld	pecial Sv			
5	4	3	2	1	1	4	2	7			Injuries:	
5	4	3	3	4	Ľ	4	_		_		20	
											15	
(BE	Racial Maximums - Experience							Experie	ence 🕨			



