## Clubsgiving

## Beastmen

Alignment: chaotic

Warband Rating Calcu	llator	Treasur	ry	Stored Equipment
Hero Total Experience:	77 (+0)	Gold Crowns:	15	
Henchmen Total Experience:	16 ` ´			
Members ( <b>15</b> ) 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)	

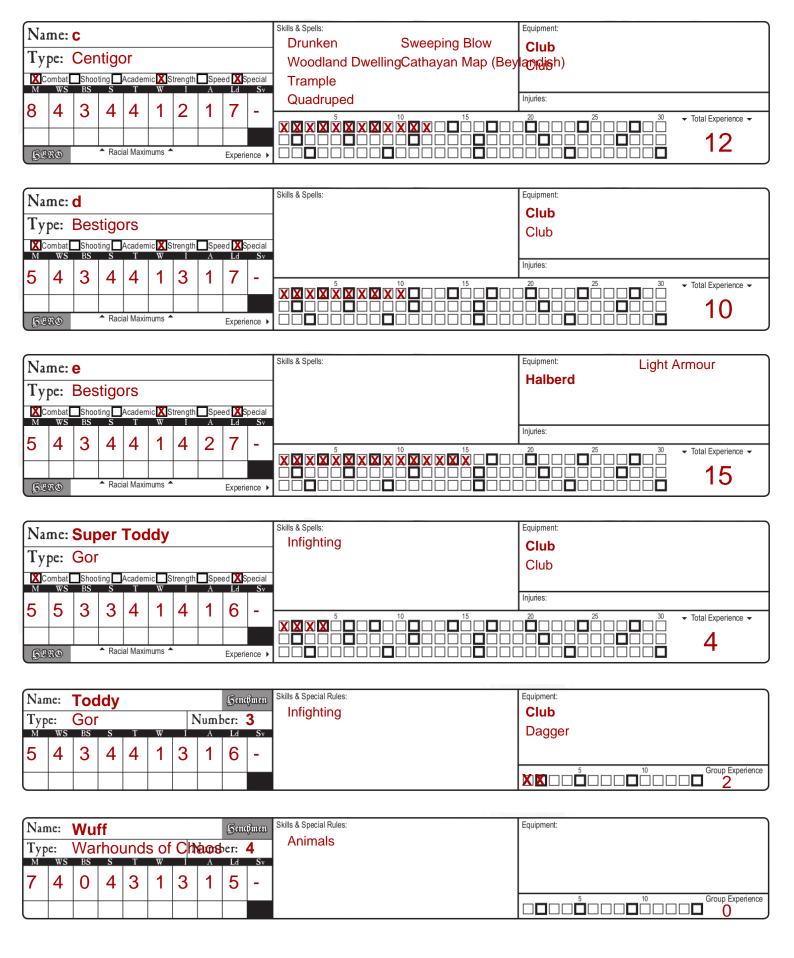
Warband Ob	pjective
Objective: The Scion of Chaos	
Achievements:	
none	
	Campaign Points: 4  X X X X 10 10 15 20

## 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										Skills & Spells: Equipment:	
										Leader Club	
Type: Beastmen Chieftain					etta	iin			Dagger		
X	ombat	Shoo	tina	Acader	nic X S	Strenath	XSpe	ed XS	pecial	, Dagger	
M	Combat Shooting Academic Strength Speed Special M WS BS S T W I A Ld Sv										
۱,	<sub>4</sub>		4		<u> </u>	<sub>4</sub>	<sub>4</sub>			Injuries: Blind in One Eye, Leg Wound	
4	4	2	4	4	1	4	1	/	-	5 10 15 20 25 30 ▼ Total Experience	· •
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BE	SENO ^ Racial Maximums ^ Experience ▶							Experi	ence 🕨		

Name: b										Skills & Spells:  Magic User	Equipment:	
	Type: Beastmen Shaman    X   Combat								pecial	Eye of God 6"  Club  Club		
M	WS	S BS S T W I A Ld Sv							Sv		Injuries:	
5	4	3	3	4	<u> </u>	4	2	/	-	<b>XXXXXXXXXXX</b>	20 25 30 ▼ Total Experience ▼	
<b>B</b> !	Sex ◆ Racial Maximums ◆ Experience ▶							Experie	ence 🕨			



N	ame:	Dagger Senchmen							ßmen	Skills & Special Rules:	Equipment:
200				•			.T., 1		2	Infighting	Club
N	ype: ws	1					AUIUL	Ld	∠ Sv		Sword
				À	Ä		1				
5	5	3	3	4	1	4	1	6	-		
$\vdash$		+									5 10 Group Experience
l											