## Clubsgiving

## **Beastmen**

Alignment: chaotic

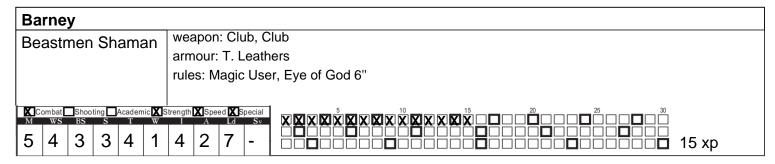
Warband Rating Cale	ılator	Ттеаѕи	ry	Stored Equipment
Hero Total Experience:	l Experience: 88 (+0)			
Henchmen Total Experience:	30			
Members ( <b>15</b> ) x 5:	75	Shards:	1	
Large Creatures ( 0 ) x 20:	0			<b>'</b>
Hired Swords: (0)	0 (+0)	Treasure:		
Dramatis Personae: (0) +	0 ` ′	Sell shard:	15	
Total Rating:	193	Routtest:	4 (15)	

	Warband Objective
Objective: The Scion of Chaos	
Achievements:	
none	

## 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).

Ted											
Be	asti	men	Ch	ieft	ain	weapon: Club, Dagger					
	Beastmen Chieftain					armour: Heavy Armour					
						rules: Leader					
						injuries: Blind in One Eye, Leg Wound					
X C	Combat Shooting Academic Strength Speed Special M WS BS S T W 1 A Ld Sv X X X X X X X X X X X X X X X X X X										
4	4	2	4	4	2	4	1	7	<b>-</b>	24 xp	



Robin					
Centigor	weapon: Club, Club rules: Drunken, Woodland Dwelling, Trample, Quadruped, Sweeping Blow, Cathayan Map (Beylandish)				
	2 1 7 - 15 xp				
Marshall					
Bestigors	weapon: Club, Club armour: T. Leathers injuries: Chestwound				
	A   T   T   T   T   T   T   T   T   T				
<b>Lilly</b> Bestigors	weapon: Halberd armour: Light Armour injuries: Chestwound				
X Combat         Shooting         Academic         XS           M         WS         BS         S         T         W           5         4         3         4         3         1	4 2 7 - 10 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0				
Super Toddy Gor	weapon: Club, Club armour: T. Leathers rules: Infighting				
Shooting   Academic   S   Academic   Academic   S   Academic   Ac					
Toddy Gor x2	weapon: Club, Dagger rules: Infighting				
5 5 3 4 4 1	3 1 6 - XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX				
Bobby UnGor x1	weapon: Club, Dagger rules: Lowest of the Low, Infighting				
5 3 3 3 3 1	4   1   6   -     XX   C   C   C   C   C   C   C   C				

Lobby							
UnGor	weapon: Club, Dagger						
x1	rules: Lowest of the Low, Infighting						
5 3 3 3 3 1	3 1 6 - 0 xp						
Wuff							
Warhounds of Chaos	rules: Animals						
x3							
M WC DC C T W							
7 4 0 4 3 1	3 1 5 - 0 xp						
Dagger							
Gor	weapon: Club, Sword						
x2	rules: Infighting						
M WC DC C T							
5 5 3 3 4 1	4 1 6 - XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX						