Clubsgiving

Beastmen

Alignment: chaotic

Warband Rating Calcu	llator	Ттеаѕиту		Stored Equipment	
Hero Total Experience:	72 (+0)	Gold Crowns:	67	Day D	Cathayan Map (Beylandish)
Henchmen Total Experience:	8 ` ´				The state of the state of
Members (14) x 5:	70	Shards:	0	The same of the sa	
Large Creatures (0) x 20:	0			`	
Hired Swords: (0)	0 (+0)	Treasure:			
Dramatis Personae: (0) +	0				
Total Rating:	150	Routtest:	4 (14)		

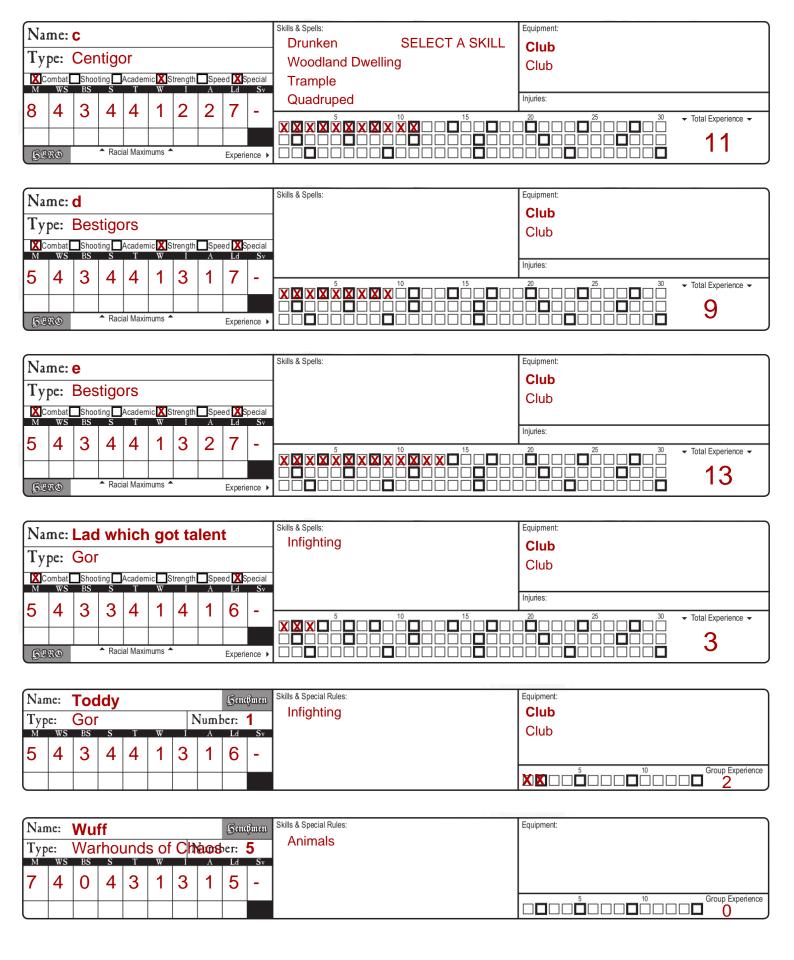
Warband Objective	
Objective: The Scion of Chaos	
Achievements:	
none	
	Campaign Points: 2

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

- Roll for random happenings.
- Roll for Gor if they dont see an emeny
- 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: Misses next game Leader Leader Halberd	
Type: Beastmen Chieftain	
XCombat Shooting Academic XStrength XSpeed XSpecial	
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Name: b										Skills & Spells: Magic User	Equipment:
	Type: Beastmen Shaman XCombat Shooting Academic XStrength XSpeed XSpecial							ad Y S	necial	Eye of God 6"	Club Dagger
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-	r		Dagger Gor Number: 2								Infighting	Dagger
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