Clubsgiving

Beastmen

Alignment: chaotic

Warband Rating Calcu	ปกรอง	Treasu	PAT7	Stored Equipment
			0	Stored Adjustment
Hero Total Experience:	77 (+0)	Gold Crowns:	29	
Henchmen Total Experience:	14 ` ´			
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:	166	Routtest:	4 (15)	

Warband Objective	
Objective: The Scion of Chaos	
Achievements:	
none	
	Campaign Points: 4

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:
					iρfta	in			Leader Club
/ A							IV		Dagger
M WS BS S T W I A Ld Sv						A			
1	2	1	1	4	1	4	7		Injuries: Blind in One Eye, Leg Wound
4		4	4	'	4		1	-	5 10 15 20 25 30 Total Experience Total Experience
↑ Racial Maximums ↑ Experience ▶							Experi	ence 🕨	
	mbat WS	mbat Shoo	mbat Shooting WS BS S	Beastmen Background	Beastmen Chimbat Shooting Academic XS WS BS S T W 4 2 4 4 1	mbat Shooting Academic Strength WS BS S T W 1 4 2 4 4 1 4	Beastmen Chieftain Main Shooting Academic X Strength X Specific Academic Academic	Beastmen Chieftain Most Shooting Academic Strength Speed Strength Academic Academi	nc: Beastmen Chieftain Shooting Academic Strength Speed Special WS BS S T W I A Ld Sv 4 2 4 4 1 4 1 7 -

Name: b Type: Beastmen Shaman						ama	an			Skills & Spells: Magic User Eye of God 6"	Equipment: Club Club
<u>ж</u> с м					A		Sv		Injuries:		
	4		<u> </u>	4	I				-	XXXXXXXXXXX	20
6 £	Sexo							Experi	ence 🕨		



