Clubsgiving

Beastmen

Alignment: chaotic

Warband Rating Calcu	llator	Treasur	ry	Stored Equipment		
Hero Total Experience:	71 (+0)	Gold Crowns:	27	Day D	Dagger	
Henchmen Total Experience:	8 ` ´			To the second		
Members (14) x 5:	70	Shards:	0	1	Dagger	
Large Creatures (0) x 20:	0					
Hired Swords: (0)	0 (+0)	Treasure:				
Dramatis Personae: (0) +	0 ` ´					
Total Rating:	149	Routtest:	4 (14)			

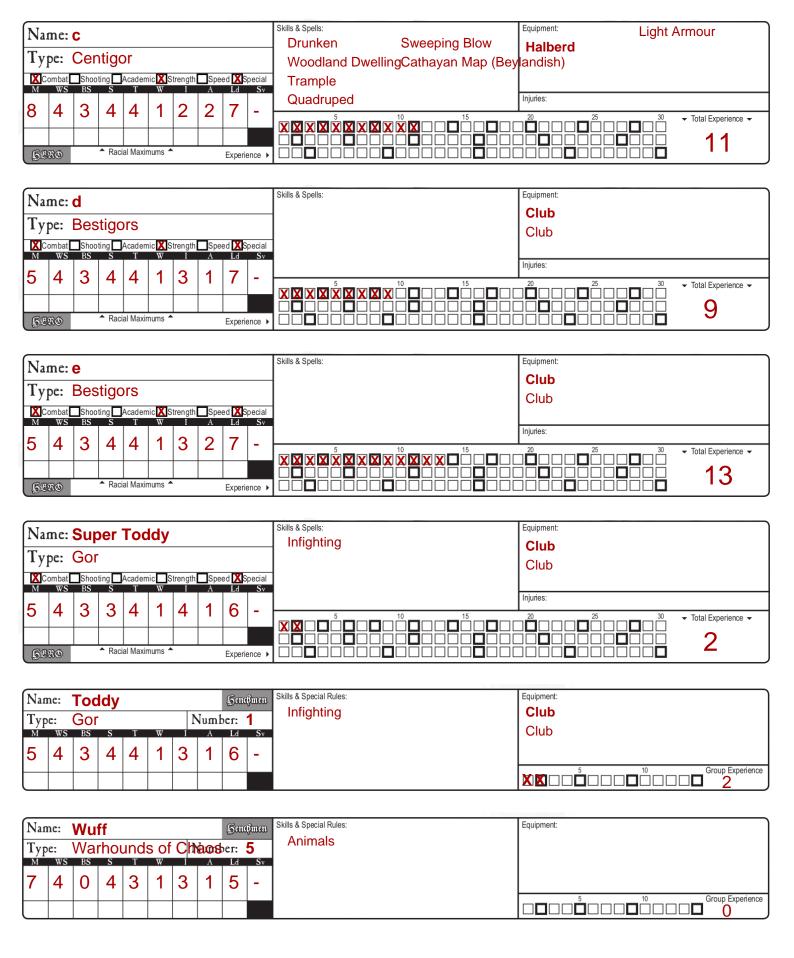
W	arband Objective
Objective: The Scion of Chaos	
Achievements:	
none	
	Campaign Points: 3

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).

Name: Misses next game							ne.			Skills & Spells:	Equipment:	
Type: Beastmen Chieftain										Leader	Club	
1 ′	, <u>.</u>							od Y e	nocial		Dagger	
M	Combat Shooting Academic Strength Speed Special M WS BS S T W I A Ld Sv											
4	 	2	1	4	1	4	4	7			Injuries: Blind in One Eye, Leg Wound, Misses next game	
4	4		4	4	<u> </u>	4	'	′	-		20 ▼ Total Experience ▼	
											22	
SENS								Experi	ence 🕨			
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										Skills & Spalls:	Equipment:	

Name: b										Skills & Spells: Magic User	Equipment:
Type: Beastmen Shaman							เท			Eye of God 6"	Club
XC M	X Combat Shooting Academic Strength X Speed X Special M WS BS S T W I A Ld Sy								pecial Sv		
5	1	رر	رر	1	1	1	2	7	_		Injuries:
J	_	၁)	_	'	_	_	′			20
											14
(BE	↑ Racial Maximums ↑ Experience ▶							Experi	ence >		



N	ame:	Dagger Senefmen							ßmen	Skills & Special Rules:	Equipment:
75	vpe:	Gor Number: 2								Infighting	Club
N	A TWO					A	Ld	Sv		Sword	
5	5	3	3	4	1	3	1	6	_		
L											5 10 Group Experience