

# Chaos

Race: Chaos

Head Coach: jewelch

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	One	Chaos Warrior	5	4	3	9									100 000
2	Two	Chaos Warrior	5	4	3	9	Block					1	1	7	120 000
3	Three	Chaos Warrior	5	4	3	9									100 000
4	Four	Chaos Warrior	5	4	3	9									100 000
5	Five	Beastman	6	3	3	8	Horns								60 000
6	Six	Beastman	6	3	3	8	Horns								60 000
7	Seven	Beastman	6	3	3	8	Horns								60 000
8	Eight	Beastman	6	3	3	8	Horns								60 000
9	Nine	Beastman	6	3	3	8	Horns								60 000
10	Ten	Beastman	6	3	3	8	Horns								60 000
11	Eleven	Beastman	6	3	3	8	Horns								60 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 0 0 0 1 1 7 840 000

## Induced Stars and Mercenaries

MA ST AG AV Skills

CP TD Int Cas MVP SPP Value

### Inducements (for next match)

Bloodweiser Babes (0-2): \_\_\_ x 50 000  
 Bribes (0-3): \_\_\_ x 100 000  
 Extra Training (0-4): \_\_\_ x 100 000  
 Halfing Master Chef (0-1): \_\_\_ x 300 000  
 Wandering Apothecaries (0-2): \_\_\_ x 100 000  
 Wizard (0-1): \_\_\_ x 150 000  
 Card budget: x 0  
 Gate:  
 FAME:



### Team Goods

Rerolls: 3 x 60 000 = 180 000  
 Fan Factor: 4 x 10 000 = 40 000  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 0 x 50 000 = 0  
 Treasury: 60 000  
**Team Value (incl MNGs value): 1 060 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 060 000**

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■ MNG ■ Journeyman □ New skill available ■ Stat upgrade ■ Stat downgrade

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