

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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OBBLM

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

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