

# 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**

ROSTER BY  
**OBBLM**

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

Please consider donating to the OBBLM project if you enjoy this software and wish to support further development and maintenance. For more information visit nicholasmr.dk