

FeederLeague

Race: Chaos

Head Coach: Fool

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	Block, Mighty Blow, Claw/Claws		1	1		9	3	37	160 000
2	Two	Chaos Warrior	5	4	3	9	Block, Mighty Blow, Claw/Claws, Dodge		2	3		12	5	60	190 000
3	Three	Chaos Warrior	5	4	3	9	Block, Claw/Claws, Dodge		1	4		5	2	33	170 000
4	Four	Chaos Warrior	5	4	4	9	Block, Mighty Blow, Claw/Claws, Tackle, +1 Ag			4		23	4	82	220 000
5	Bone	Beastman	6	3	3	8	Horns, Block, Guard					3	2	16	100 000
6	Btwo	Beastman	6	3	3	8	Horns, Kick, Block		1	2		5		17	100 000
7	Bthree	Beastman	6	3	3	8	Horns, Block, Guard			1		2	2	17	100 000
8	Bfour	Beastman	6	3	3	8	Horns, Wrestle, Strip Ball, 1 Ni		1	1		2	2	18	100 000
10	Bsix	Beastman	6	3	3	8	Horns, Block, Leader		2	2		1	2	20	110 000
11	Bseven	Beastman	6	3	3	8	Horns, Extra Arms, Big Hand, Block		5	8	1	2	1	40	120 000
12	Beight	Beastman	6	3	4	8	Horns, Block, Strong Arm, +1 Ag		5	4		2	2	31	140 000
13	Mone	Minotaur	5	6	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Break Tackle, Tentacles, +1 St					13	2	36	240 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 18 30 1 79 27 407 1 750 000

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: 10 x 10 000 = 100 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 730 000
Team Value (incl MNGs value): 2 080 000
Induced Value: 0
Match Value (TV for match): 2 080 000

ROSTER BY
OBBLM

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

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