

# Menacing Sans Frontieres

Race: Chaos

Head Coach: George

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Grievous Bodily Harm	Chaos Warrior	5	4	3	9									100 000
2	Not Compatible With Life	Chaos Warrior	5	4	3	9						1		2	100 000
3	Ballistic Trauma	Chaos Warrior	5	4	4	9	Block, +1 Ag		1	1		1	2	16	160 000
4	Traumatic Amputation	Chaos Warrior	5	4	3	9	Block					1	1	7	120 000
5	Concussion	Beastman	6	3	3	8	Horns					2		4	60 000
6	Bite	Beastman	6	3	3	8	Horns	MNG							60 000
7	Contusion	Beastman	6	3	3	8	Horns								60 000
8	Laceration	Beastman	6	3	3	8	Horns			1				3	60 000
9	Edema	Beastman	6	3	3	8	Horns								60 000
10	Puncture	Beastman	6	3	3	8	Horns, Kick			1			1	8	80 000
11	Pneumothorax	Beastman	6	3	3	8	Horns			1		1		5	60 000

Total number of players next game: 10/11

Totals (excl TV for MNG players): 1 4 0 6 4 45 860 000

## 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: 7 x 10 000 = 70 000  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 1 x 50 000 = 50 000  
 Treasury: 120 000  
**Team Value (incl MNGs value): 1 220 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 160 000**

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

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