

Capre Capre Capre XII

Race: Chaos

Head Coach: LorenzoLiedl

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Beastman	6	3	3	8	Horns, Block*			1		1		5	60 000
2	Unnamed	Beastman	6	3	3	8	Horns, Block*					2		4	60 000
3	Unnamed	Beastman	6	3	3	8	Horns, Block*					2		4	60 000
4	Unnamed	Beastman	6	3	3	8	Horns, Block*					2		4	60 000
5	Unnamed	Beastman	6	3	3	8	Horns, Block*					2		4	60 000
6	Unnamed	Beastman	6	3	3	8	Horns, Block*			1		1		5	60 000
7	Unnamed	Beastman	6	3	3	8	Horns, Block*					1		2	60 000
8	Unnamed	Beastman	6	3	3	8	Horns, Block*								60 000
9	Unnamed	Beastman	6	3	3	8	Horns, Block*								60 000
10	Unnamed	Beastman	6	3	3	8	Horns								60 000
11	Unnamed	Minotaur	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Claw*, Piling On*								150 000
12	LEWID WHIPARM	Beastman	6	3	3	8	Horns								160 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 0 2 0 11 0 28 910 000

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
 Halfling Master Chef (0-1): ___ x 300 000
 Wandering Apothecaries (0-2): ___ x 100 000
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 3 x 60 000 = 180 000
 Fan Factor: 1 x 10 000 = 10 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 0 x 50 000 = 0
 Treasury: 0
Team Value (incl MNGs value): 1 100 000
Induced Value: 0
Match Value (TV for match): 1 100 000

■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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