

Mi hai rotto il Chaos!

Race: Chaos

Head Coach: Shub

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Gino	Beastman	6	3	3	8	Horns					1		2	60 000
2	Pino	Beastman	6	3	3	8	Horns								60 000
3	Lino	Beastman	6	3	3	8	Horns, Wrestle		1	1		2		8	80 000
4	Tino	Beastman	6	3	3	8	Horns, Wrestle					3	1	11	80 000
5	Fino	Beastman	6	3	3	8	Horns								60 000
6	Rino	Beastman	6	3	3	8	Horns		1	1				4	60 000
7	Ino	Beastman	6	3	3	8	Horns					1		2	60 000
8	Lofallo	Chaos Warrior	5	4	3	9	Block					1	1	7	120 000
10	Barzotto	Chaos Warrior	5	4	3	9	Block			1		1	1	10	120 000
11	Eglie	Chaos Warrior	5	4	3	9	Block			1		2	1	12	120 000
12	TanoLano	Minotaur	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Break Tackle			1			1	8	170 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 2 5 0 11 5 64 990 000

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: 4 x 60 000 = 240 000
 Fan Factor: 4 x 10 000 = 40 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 60 000
Team Value (incl MNGs value): 1 320 000
Induced Value: 0
Match Value (TV for match): 1 320 000

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

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