

# BLUE WARP STATE

Race: Chaos

Head Coach: Molok

| Nr | Name           | Position      | MA | ST | AG | AV | Skills and Injuries                                                          | MNG | CP | TD | Int | Cas | MVP | SPP | Value   |
|----|----------------|---------------|----|----|----|----|------------------------------------------------------------------------------|-----|----|----|-----|-----|-----|-----|---------|
| 1  | Harmon Tedesco | Chaos Warrior | 5  | 4  | 3  | 9  | Block, Mighty Blow                                                           |     |    | 1  |     | 8   | 2   | 29  | 140 000 |
| 2  | Donnie II      | Chaos Warrior | 5  | 4  | 3  | 9  |                                                                              |     | 1  |    |     |     |     | 1   | 100 000 |
| 3  | Alex Moran     | Chaos Warrior | 5  | 4  | 3  | 9  | Block, Mighty Blow                                                           |     | 1  | 1  |     | 3   | 2   | 20  | 140 000 |
| 4  | Larry Summers  | Chaos Warrior | 5  | 4  | 3  | 9  | Block, Dodge                                                                 |     | 1  | 1  |     | 4   | 3   | 27  | 150 000 |
| 5  | Thad Castle    | Minotaur      | 5  | 5  | 2  | 8  | Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Claw, Tentacles |     |    |    |     | 9   | 1   | 23  | 190 000 |
| 6  | SLAVE 6        | Beastman      | 6  | 3  | 3  | 8  | Horns                                                                        |     |    | 1  |     |     |     | 3   | 60 000  |
| 7  | SLAVE 7        | Beastman      | 6  | 3  | 3  | 8  | Horns                                                                        |     | 1  |    |     |     |     | 1   | 60 000  |
| 8  | SLAVE 8        | Beastman      | 6  | 3  | 3  | 8  | Horns                                                                        |     | 1  |    |     |     |     | 1   | 60 000  |
| 9  | Radon Randell  | Beastman      | 6  | 4  | 3  | 8  | Horns, +1 St                                                                 |     |    | 2  |     |     |     | 6   | 110 000 |
| 10 | Unnamed        | Journeyman    | 6  | 3  | 3  | 8  | Horns, Loner                                                                 |     |    |    |     |     |     |     | 60 000  |
| 11 | Craig Shilo    | Beastman      | 6  | 3  | 3  | 8  | Horns, Wrestle                                                               |     |    |    |     | 2   | 1   | 9   | 80 000  |
|    |                |               |    |    |    |    |                                                                              |     |    |    |     |     |     |     |         |
|    |                |               |    |    |    |    |                                                                              |     |    |    |     |     |     |     |         |
|    |                |               |    |    |    |    |                                                                              |     |    |    |     |     |     |     |         |
|    |                |               |    |    |    |    |                                                                              |     |    |    |     |     |     |     |         |
|    |                |               |    |    |    |    |                                                                              |     |    |    |     |     |     |     |         |

Total number of players next game: 11/11

Totals (excl TV for MNG players): 5 6 0 26 9 120 1 150 000

## 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: 5 x 10 000 = 50 000  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 1 x 50 000 = 50 000  
 Treasury: 180 000  
**Team Value (incl MNGs value): 1 430 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 430 000**

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

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