

Chaos Killers

Race: Chaos

Head Coach: Verrinho

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Ankarth Zoccolorosso	Minotaur	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Claw, Tentacles					7	3	29	190 000
2	Ciccio II	Chaos Warrior	5	4	3	9									100 000
3	Captain	Chaos Warrior	5	4	4	9	Guard, Block, +1 Ag		2	6		3	1	31	180 000
4	Khor	Chaos Warrior	5	4	3	9	Block, Mighty Blow, Piling On			1		14	3	46	160 000
5	Clawdio	Chaos Warrior	5	4	3	9	Claw, Mighty Blow			3		5	3	34	140 000
6	Rage	Beastman	6	3	3	8	Horns, Mighty Blow		1	2		1	1	14	80 000
7	Capra comprata	Beastman	6	3	3	8	Horns, Wrestle		1				1	6	80 000
8	The Chosen II	Beastman	6	3	3	8	Horns, Block		1				1	6	80 000
9	First Killer	Beastman	6	3	3	8	Horns					1		2	60 000
10	BestiadiDio	Beastman	6	3	3	8	Horns						1	5	60 000
11	Capra acquistata	Beastman	6	3	3	8	Horns					2		4	60 000
12	bho	Beastman	6	3	3	8	Horns								60 000
16	Fury	Beastman	6	4	3	8	Horns, +1 St		1			2	1	10	110 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 6 12 0 35 15 187 1 360 000

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: 6 x 10 000 = 60 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 200 000
Team Value (incl MNGs value): 1 650 000
Induced Value: 0
Match Value (TV for match): 1 650 000

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

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