

Cornuti e tozzi

Race: Chaos Dwarf

Head Coach: Lord Berto

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Olokh due denti	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow, Guard, Claw, I*, II*					15	2	40	140 000
2	DVERGAR il barile	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard, Mighty Blow, Claw, II*, III*, St. GO*					9	4	38	140 000
3	Durgak schiaccia crani	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow, Guard, Dauntless, II*, St. GO*, III*				1	14	3	45	130 000
4	Seghus Mezzobraccio	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
5	Snarneke braccia grosse	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard, Mighty Blow, II*, III*					7	1	19	110 000
6	Glorin testa di ferro	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard, Mighty Blow, Dauntless, II*, St. GO*, III*					15	3	45	130 000
7	Goblinardo Istriano	Hobgoblin	6	3	3	7	Dirty Player			1			1	8	60 000
8	Toro Cornuto	Bull Centaur	6	4	2	9	Sprint, Sure Feet, Thick Skull, Block, Break Tackle, Tackle, Dodge, II*, III*			11	1	3	2	51	220 000
9	Red Bull	Bull Centaur	8	4	2	9	Sprint, Sure Feet, Thick Skull, Block, Break Tackle, II*, III*, +2 Ma			10		8	2	56	230 000
11	Gobbiadini	Hobgoblin	6	3	3	7	Block, Dodge, I*		1	2	1		2	19	90 000
14	ANalgob	Hobgoblin	6	3	3	7	Wrestle, Sure Hands, I*			2		2	3	25	80 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 1 26 3 73 23 346 1 400 000

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
 *Wizard (0-1): ___ x 150 000
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 2 x 70 000 = 140 000
 Fan Factor: 8 x 10 000 = 80 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 100 000
Team Value (incl MNGs value): 1 670 000
Induced Value: 0
Match Value (TV for match): 1 670 000

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

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