

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Chaos Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate								110 000
2	Unnamed	Chaos Ogre	5	5	2	9	Loner, Bone Head, Mighty Blow, Thick Skull, Throw Team-Mate								140 000
3	Unnamed	Minotaur	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Block*								150 000
4	Unnamed	Dark Elf Renegade	6	3	4	8	Animosity, Dodge*								70 000
5	Unnamed	Marauder	6	3	3	8									50 000
6	Unnamed	Marauder	6	3	3	8	Block*								50 000
7	Unnamed	Marauder	6	3	3	8	Block*								50 000
8	Unnamed	Marauder	6	3	3	8	Block*								50 000
9	Unnamed	Marauder	6	3	3	8	Block*								50 000
10	Unnamed	Marauder	6	3	3	8									50 000
11	Unnamed	Marauder	6	3	3	8									50 000
12	Unnamed	Marauder	6	3	3	8									50 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 0 0 0 0 0 0 870 000

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 70 000 = 210 000
 Fan Factor: 0 x 10 000 = 0
 Assistant Coaches: 1 x 10 000 = 10 000
 Cheerleaders: 1 x 10 000 = 10 000
 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