

Patto di Sangue

Race: Chaos Pact

Head Coach: Phoenix

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Mauro Toni	Minotaur	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Block*								150 000
2	Gore	Chaos Ogre	5	5	2	9	Loner, Bone Head, Mighty Blow, Thick Skull, Throw Team-Mate, Guard*								140 000
3	Lol T. R.	Chaos Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate, Guard*								110 000
4	Feldrak	Dark Elf Renegade	6	3	4	8	Animosity, Block*								70 000
5	N Vaske	Skaven Renegade	7	3	3	7	Animosity, Wrestle*								50 000
6	Il Bong	Goblin Renegade	6	2	3	7	Animosity, Dodge, Right Stuff, Stunt								40 000
7	Predone	Marauder	6	3	3	8									50 000
8	Cornelio	Marauder	6	3	3	8									50 000
9	Tony La Guardia	Marauder	6	3	3	8	Guard*								50 000
11	Posto di Blocco	Marauder	6	3	3	8	Block*								50 000
12	El Capitan	Marauder	6	3	3	8	Leader*								50 000
14	Artiglio	Marauder	6	3	3	8									50 000
16	Assalitore	Marauder	6	3	3	8									50 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 0 0 0 0 0 0 910 000

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

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

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