

???Frascole Nuclear Kids

Race: Chaos Dwarf

Head Coach: Brenzo

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Bull Centaur	6	4	2	9	Sprint, Sure Feet, Thick Skull, Block			1			1	8	150 000
2	Unnamed	Bull Centaur	6	4	2	9	Sprint, Sure Feet, Thick Skull, Guard			2		2	1	15	150 000
3	Unnamed	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow					2	1	9	90 000
4	Unnamed	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull					1		2	70 000
5	Unnamed	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
6	Unnamed	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull					2		4	70 000
7	Unnamed	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull					1	1	7	70 000
8	Unnamed	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow, Guard					6	2	22	110 000
9	Unnamed	Hobgoblin	6	3	3	7	Wrestle, Tackle		1	1	1	1	2	18	80 000
11	Unnamed	Hobgoblin	7	3	3	7	+1 Ma			1		1	1	10	70 000
12	Unnamed	Hobgoblin	6	3	3	7	Wrestle			2	1			8	60 000
13	Unnamed	Hobgoblin	6	3	3	7			1					1	40 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 2 7 2 16 9 104 1 030 000

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: 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: 70 000
Team Value (incl MNGs value): 1 340 000
Induced Value: 0
Match Value (TV for match): 1 340 000

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

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