Tegami del chaos

Race: Chaos Dwarf

Head Coach: Thegame

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Minotaur	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal					1		2	150 000
2	Unnamed	Bull Centaur	6	4	2	9	Sprint, Sure Feet, Thick Skull			1				3	130 000
3	Unnamed	Bull Centaur	6	4	2	9	Sprint, Sure Feet, Thick Skull, Block			1		2	2	17	150 000
4	Unnamed	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					3	1	11	90 000
5	Unnamed	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull					1		2	70 000
6	Unnamed	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull						1	5	70 000
7	Unnamed	Chaos Dwarf Blocker	3	3	2	9	Block, Tackle, Thick Skull, -1 Ma					1		2	70 000
8	Unnamed	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull					1		2	70 000
9	Unnamed	Chaos Dwarf Blocker	4	4	2	9	Block, Tackle, Thick Skull, +1 St					1	1	7	120 000
10	Unnamed	Hobgoblin	6	3	3	7	Sure Hands		1	1			1	9	60 000
11	Unnamed	Journeyman	6	3	3	7	Loner								40 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 1 3 0 10 6 60 1 020 000

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:	1	x 10 000	=	10 000
Assistant Coaches:	0	x 10 000	=	0
Cheerleaders:	0	x 10 000	=	0
Apothecary:	1	x 50 000	=	50 000
Treasury:				20 000
Team Value (incl MNGs value):				**1 220 000**
Induced Value:				**0**
Match Value (TV for match):				**1 220 000**

MNG Journeyman Used journeyman New skill available Stat upgrade Stat downgrade

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