Caos Predators XII

Race: Chaos

Head Coach: Masaniello

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, Juggernaut*, Claw*			1		1		5	150 000
2	Unnamed	Chaos Warrior	5	4	3	9	Block*			1				3	100 000
3	Unnamed	Chaos Warrior	5	4	3	9	Block*								100 000
4	Unnamed	Chaos Warrior	5	4	3	9	Block*								100 000
5	Unnamed	Chaos Warrior	5	4	3	9	Block*								100 000
6	Unnamed	Beastman	6	3	3	8	Horns, Tackle*								60 000
7	Unnamed	Beastman	6	3	3	8	Horns, Leader*								60 000
8	Unnamed	Beastman	6	3	3	8	Horns, Guard*								60 000
9	Unnamed	Beastman	6	3	3	8	Horns, Sure Hands*								60 000
10	Unnamed	Beastman	6	3	3	8	Horns, Block*								60 000
11	Unnamed	Beastman	6	3	3	8	Horns								60 000
12	Unnamed	Beastman	6	3	3	8	Horns								60 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 0 2 0 1 0 8 970 000

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	60 000	=	120 000
Fan Factor:	1	x	10 000	=	10 000
Assistant Coaches:	0	x	10 000	=	0
Cheerleaders:	0	x	10 000	=	0
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**

MNG Journeyman Used journeyman New skill available Stat upgrade Stat downgrade

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