

# Honor Mortis

Race: Chaos Dwarf

Head Coach: mUúR

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Beállós	Journeyman	6	3	3	7	Loner								40 000
2	Thank Abot	Bull Centaur Blitzers	6	4	2	9	Sprint, Sure Feet, Thick Skull, Block			1		2		7	150 000
3	Rhon Bolo	Bull Centaur Blitzers	6	4	2	9	Sprint, Sure Feet, Thick Skull, Block, Dodge			5		2		19	180 000
4	Bal Hrog 2	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull						1	5	70 000
5	Vheg Zal	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull					1		2	70 000
6	Ther Or	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull		1			1		3	70 000
7	Thor Or	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					2	1	9	90 000
8	Kharc Os	Chaos Dwarf Blocker	4	3	2	8	Block, Tackle, Thick Skull, -1 Av					2		4	70 000
9	Beth Jar	Chaos Dwarf Blocker	5	3	2	9	Block, Tackle, Thick Skull, +1 Ma						2	10	100 000
10	Zshi Vany	Hobgoblin	6	3	3	7									40 000
12	Fhalt	Hobgoblin	6	3	3	7	Block			1			1	8	60 000
13	The D	Hobgoblin	6	3	3	7									40 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 1 7 0 10 5 67 980 000

## 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  
 Horatio X Schottenheim (0-1): \_\_\_ x 80 000  
 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  
**Team Value (incl MNGs value): 1 170 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 170 000**  
 Treasury: 100 000

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