

Horned Harlequins

Race: Chaos Chosen

Head Coach: Msturm

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Cheeky Chukey	Beastman Runners	6	3	3	8	Horns, Two Heads, Dodge		1	2		1	1	20	110 000
2	Shaggy Daffy	Beastman Runners	6	3	3	8	Horns, Sure Hands, Block		4	3		1	2	25	100 000
3	Glib Blib	Beastman Runners	6	3	3	8	Horns, Wrestle, Dodge		1	1		2	2	18	110 000
4	Blinky "Cripple" Noodles	Beastman Runners	5	3	3	8	Horns, -1 Ma					1		2	60 000
5	Ah Choo	Beastman Runners	6	3	3	8	Horns								60 000
6	Sticky Giddy	Beastman Runners	6	3	3	8	Horns, Block, Dodge			1		2	2	17	110 000
7	Tinky	Beastman Runners	6	3	3	8	Horns								60 000
8	Dinky Bongo	Chosen Blockers	5	4	3	9	Guard, Block			1		1	1	16	140 000
9	Wicked Flaky	Chosen Blockers	5	4	3	9	Block, Mighty Blow, 1 Ni			3		5	1	30	140 000
10	Dirty Lumpy	Chosen Blockers	5	4	3	9									100 000
11	Miko the Mad	Chosen Blockers	5	4	3	9	Claw/Claws, Block					2	2	20	140 000
12	Lewdgrip Whiparm	Star	6	3	3	9	Loner, Pass, Strong Arm, Sure Hands, Tentacles, Fan Favourite								150 000
96	Bigslap MooRay	Minotaur	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Claw/Claws, Guard					7	1	19	190 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 6 11 0 22 12 167 1 470 000

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
 Papa Skullbones (0-1): ___ x 80 000
 Card budget: x 0

Gate:
FAME:



Team Goods

Rerolls: 4 x 60 000 = 240 000
 Fan Factor: 5 x 10 000 = 50 000
 Assistant Coaches: 2 x 10 000 = 20 000
 Cheerleaders: 2 x 10 000 = 20 000
 Apothecary: 1 x 50 000 = 50 000
 Compensation: -100 000
Team Value (incl MNGs value): 1 750 000
Induced Value: 0
Match Value (TV for match): 1 750 000
 Treasury: 10 000

ROSTER BY
OBBLM