

Chaos Null-Starz

Race: Chaos Chosen

Head Coach: Ghulk

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	The Black Hand	Chosen Blockers	5	4	2	9	Claw/Claws, -1 Ag					2	1	9	120 000
2	bérenc1	Journeyman	6	3	3	8	Horns, Loner								60 000
3	Krull the Red	Chosen Blockers	5	4	3	9			1					1	100 000
4	Blue Stranger	Chosen Blockers	5	4	3	9	Block			1		1	1	10	120 000
5	Redmaw	Beastman Runners	6	3	3	8	Horns, Block			1		2	1	12	80 000
6	bérenc2	Journeyman	6	3	3	8	Horns, Loner								60 000
7	Edd	Beastman Runners	6	3	3	7	Horns, -1 Av	MNG	1					1	60 000
8	Blacknose	Beastman Runners	6	3	3	8	Horns, Block			1			2	13	80 000
9	Gorok	Beastman Runners	6	3	3	8	Horns			1		1		5	60 000
10	Horny	Beastman Runners	6	3	3	9	Horns, +1 Av		1	3		1	1	17	90 000
11	Gorebath	Beastman Runners	6	3	3	8	Horns, Block					1	2	12	80 000


Total number of players next game: 10/11

Totals (excl TV for MNG players): 3 7 0 8 8 80 850 000

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: 3 x 60 000 = 180 000
- 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

Team Value (incl MNGs value): 1 190 000

Induced Value: 0

Match Value (TV for match): 1 130 000

Treasury: 130 000