

# Sons of Hashut

Race: Chaos Dwarf

Head Coach: Aziraffael

| Nr | Name      | Position              | MA | ST | AG | AV | Skills and Injuries                                                            | MNG | CP | TD | Int | Cas | MVP | SPP | Value   |
|----|-----------|-----------------------|----|----|----|----|--------------------------------------------------------------------------------|-----|----|----|-----|-----|-----|-----|---------|
| 1  | Hadrubaal | Chaos Dwarf Blocker   | 4  | 3  | 2  | 9  | Block, Tackle, Thick Skull                                                     |     |    |    |     | 1   |     | 2   | 70 000  |
| 2  | Harknut   | Chaos Dwarf Blocker   | 4  | 3  | 2  | 9  | Block, Tackle, Thick Skull                                                     |     | 1  |    |     | 2   |     | 5   | 70 000  |
| 3  | Harkull   | Chaos Dwarf Blocker   | 4  | 3  | 2  | 9  | Block, Tackle, Thick Skull, Guard, 1 Ni                                        |     |    |    |     | 1   | 2   | 12  | 90 000  |
| 4  | Hofter    | Chaos Dwarf Blocker   | 4  | 3  | 2  | 9  | Block, Tackle, Thick Skull, Guard                                              |     |    |    |     | 2   | 2   | 14  | 90 000  |
| 5  | Horknult  | Chaos Dwarf Blocker   | 4  | 3  | 2  | 9  | Block, Tackle, Thick Skull                                                     |     |    |    |     |     |     |     | 70 000  |
| 6  | Haadrin   | Chaos Dwarf Blocker   | 4  | 3  | 2  | 9  | Block, Tackle, Thick Skull, Guard                                              |     |    |    |     | 2   | 2   | 14  | 90 000  |
| 7  | Haakon    | Bull Centaur Blitzers | 6  | 4  | 2  | 9  | Sprint, Sure Feet, Thick Skull                                                 |     |    | 1  |     |     |     | 3   | 130 000 |
| 8  | Heritaff  | Bull Centaur Blitzers | 6  | 4  | 2  | 9  | Sprint, Sure Feet, Thick Skull, Block                                          |     |    | 1  |     | 2   |     | 7   | 150 000 |
| 9  | Maureen   | Enslaved Minotaur     | 5  | 5  | 2  | 8  | Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Break Tackle, Pro |     |    |    |     | 4   | 2   | 18  | 200 000 |
| 10 | Kreg      | Hobgoblin             | 6  | 3  | 4  | 7  | Sure Hands, +1 Ag                                                              |     |    | 5  |     | 1   |     | 17  | 100 000 |
| 11 | Koal      | Hobgoblin             | 6  | 3  | 3  | 7  | Kick                                                                           |     |    | 1  |     | 1   | 1   | 10  | 60 000  |
|    |           |                       |    |    |    |    |                                                                                |     |    |    |     |     |     |     |         |
|    |           |                       |    |    |    |    |                                                                                |     |    |    |     |     |     |     |         |
|    |           |                       |    |    |    |    |                                                                                |     |    |    |     |     |     |     |         |
|    |           |                       |    |    |    |    |                                                                                |     |    |    |     |     |     |     |         |
|    |           |                       |    |    |    |    |                                                                                |     |    |    |     |     |     |     |         |

Total number of players next game: 11/11

Totals (excl TV for MNG players): 1 8 0 16 9 102 1 120 000

## 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: 9 x 10 000 = 90 000  
 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): 1 400 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 400 000**  
 Treasury: 110 000

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