

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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