

Arkhaon's Inevitables

Race: Chaos Chosen

Head Coach: ZKM

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Urlaritus	Chosen Blockers	5	4	3	9	Block, Tackle					4	1	19	140 000
2	Antaroq	Chosen Blockers	5	4	3	9	Block, Claw/Claws			1		8	1	30	140 000
3	Khrorax	Chosen Blockers	5	4	3	9	Block, Claw/Claws					3	2	22	140 000
4	Lurax	Chosen Blockers	5	4	3	9	Block					2	1	15	120 000
5	Zuzguz	Beastman Runners	6	3	4	8	Horns, Extra Arms, +1 Ag		2	4				20	120 000
6	Maoltrox	Beastman Runners	6	3	3	8	Horns								60 000
7	Bungaug	Beastman Runners	6	4	3	8	Horns, Mighty Blow, +1 St			1		1	3	20	130 000
8	Thacrog	Beastman Runners	6	3	3	8	Horns, Guard					2	1	9	80 000
9	Guluk	Beastman Runners	6	3	3	8	Horns								60 000
10	Varghak	Beastman Runners	6	3	3	8	Horns, Claw/Claws, Block					4	2	18	100 000
11	Doltrak	Beastman Runners	6	3	3	7	Horns, -1 Av								60 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 2 6 0 24 11 153 1 150 000

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: 4 x 10 000 = 40 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Compensation: -100 000
Team Value (incl MNGs value): 1 320 000
Induced Value: 0
Match Value (TV for match): 1 320 000
 Treasury: 160 000



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