

# 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

ROSTER BY  
**OBBLM**

■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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