

# Vulcan Warriors

Race: Chaos Dwarf

Head Coach: Vihar

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Grimdur Hornhead	Bull Centaur Blitzers	6	4	2	9	Sprint, Sure Feet, Thick Skull			1			3		130 000
2	Zelazad Thunderfoot	Bull Centaur Blitzers	6	4	2	9	Sprint, Sure Feet, Thick Skull, Block			1		2	2	17	150 000
3	Kirgund Widowmaker	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull					1		2	70 000
4	Ekalim The Mad	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow					3	2	16	90 000
5	Azakil Bonecruncher	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull					1		2	70 000
6	Lufin Bristlebeard	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
7	Thrakbal Skullcrusher	Chaos Dwarf Blocker	4	3	2	8	Block, Tackle, Thick Skull, -1 Av						1	5	70 000
8	Geggus Deathdealer	Chaos Dwarf Blocker	3	3	2	9	Block, Tackle, Thick Skull, -1 Ma								70 000
10	Bloodmask	Hobgoblin	6	3	3	7	Sure Hands			3		2		13	60 000
11	Toothface	Hobgoblin	6	3	3	7									40 000
12	Axehead	Hobgoblin	6	3	3	7									40 000
14	Aardnose	Hobgoblin	6	3	3	7			1		2	1	12		40 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 0 6 0 11 6 70 900 000

## 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: 3 x 70 000 = 210 000  
 Fan Factor: 7 x 10 000 = 70 000  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 0 x 50 000 = 0  
**Team Value (incl MNGs value): 1 180 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 180 000**  
 Treasury: 160 000

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