

Khorne City Chaos

Race: Chaos

Head Coach: mur

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	asdfasdf	Journeyman	6	3	3	8	Horns, Loner								60 000
2	ghjfgjh	Beastman	6	3	3	8	Horns								60 000
3	Furius Gray	Beastman	5	3	3	8	Horns, Wrestle, -1 Ma		1	1		1		6	80 000
4	rgjhfgj	Beastman	6	3	3	8	Horns								60 000
7	Diezman Moses	Chaos Warrior	5	5	3	9	Leader, +1 St		1	1		2	4	28	180 000
8	Joe McChaosknight	Chaos Warrior	5	4	3	9	Block		1	1		1		6	120 000
9	Derrick Johnson	Chaos Warrior	5	5	3	9	+1 St		1	1		1		6	150 000
10	Chaos Alecxih	Chaos Warrior	5	4	3	9	Mighty Blow, Claw/Claws	MNG	1	1		2	2	18	140 000
11	Eric Krush	Minotaur	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Claw/Claws, Break Tackle					4	2	18	190 000
12	Mike Cabrapano	Beastman	6	3	3	8	Horns, Dodge			2		2		9	90 000
13	Jamaal Charles	Beastman	7	4	3	8	Horns, Block, +1 Ma, +1 St		2	4		6	2	35	160 000
14	Unnamed	Beastman	6	3	3	8	Horns						1	5	60 000

Total number of players next game: 11/12

Totals (excl TV for MNG players): 7 11 0 19 11 131 1 210 000

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
 Wizard (0-1): ___ x 150 000
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 3 x 60 000 = 180 000
 Fan Factor: 7 x 10 000 = 70 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 130 000
Team Value (incl MNGs value): 1 650 000
Induced Value: 0
Match Value (TV for match): 1 510 000

ROSTER BY
OBBLM

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

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