Pacting it in (Old)

Race: Chaos Pact

Head Coach: Spock

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Marauder	6	3	3	8							1	5	50 000
2	Unnamed	Marauder	6	3	3	8									50 000
3	Unnamed	Marauder	6	3	3	8				1			1	8	50 000
4	Unnamed	Marauder	6	3	3	8									50 000
5	Unnamed	Marauder	6	3	3	8				1				3	50 000
6	Unnamed	Marauder	6	3	3	8	Claw			2			1	11	70 000
7	Unnamed	Marauder	6	3	3	8									50 000
8	Unnamed	Marauder	6	3	3	8				1			1	8	50 000
9	Unnamed	Dark Elf Renegade	7	3	4	8	Animosity, +1 Ma		1	1			1	9	100 000
10	Unnamed	Chaos Ogre	5	5	2	9	Loner, Bone Head, Mighty Blow, Thick Skull, Throw Team-Mate, Guard					2	1	9	160 000
11	Unnamed	Minotaur	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Piling On					4		8	170 000
12	Ugly Stick	Chaos Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate								110 000

Total number of players next game: 12/12

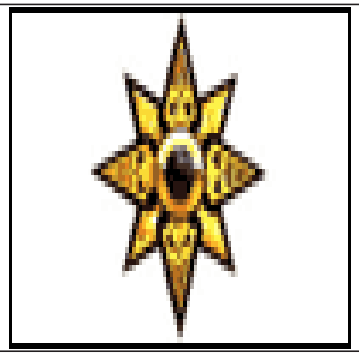
Totals (excl TV for MNG players): 1 6 0 6 6 61 960 000

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	0
Card budget:		x	0
Gate:			
FAME:			

ROSTER BY OBBLM



Team Goods

Rerolls:	3	x	70 000	=	210 000
Fan Factor:	2	x	10 000	=	20 000
Assistant Coaches:	0	x	10 000	=	0
Cheerleaders:	0	x	10 000	=	0
Apothecary:	0	x	50 000	=	0
Treasury:					60 000
Team Value (incl MNGs value):					**1 190 000**
Induced Value:					**0**
Match Value (TV for match):					**1 190 000**

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

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