Thundering Mayhem

Race: Chaos Dwarf

Head Coach: konflyct

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Vladimir	Bull Centaur	6	4	2	9	Sprint, Sure Feet, Thick Skull, Block			2			1	11	150 000
2	Dimetri	Bull Centaur	6	4	2	9	Sprint, Sure Feet, Thick Skull						1	5	130 000
3	Misha	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard						2	10	90 000
4	Victor	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull					1		2	70 000
5	Boris	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, 1 Ni								70 000
6	Ivan	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
7	Igor	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
8	Poytr	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					1	1	7	90 000
9	Crash	Hobgoblin	6	3	3	7									40 000
10	Smash	Hobgoblin	6	3	3	7									40 000
12	Tongs	Hobgoblin	6	3	3	7									40 000
13	Knocker	Hobgoblin	6	3	3	7									40 000
14	Styx	Hobgoblin	6	3	3	7									40 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 0 2 0 2 5 35 940 000

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:	2	x	70 000	=	140 000
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
Treasury:					80 000
Team Value (incl MNGs value):					**1 170 000**
Induced Value:					**0**
Match Value (TV for match):					**1 170 000**

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

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