

Nanowar

Race: Chaos Dwarf


Head Coach: cecco

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Sgracchiu	Hobgoblin	6	3	3	7							1	5	40 000
2	AAARGH!!	Hobgoblin	6	3	3	7	Kick					1	2	12	60 000
3	Cruck	Hobgoblin	6	3	3	7	Dodge			1			1	8	70 000
4	Grap	Hobgoblin	6	3	3	7	Sure Hands, Block, Kick-off Return, Fend, Dodge		5	19			4	82	150 000
7	Faster Fred	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow					2	1	9	90 000
8	Ugly Ugo	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow, Guard			1		12		27	110 000
9	Rusty Rufus	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow, Stand Firm, Piling On, Claw					19	3	53	160 000
10	Screaming Sam	Chaos Dwarf Blocker	4	3	1	9	Block, Tackle, Thick Skull, Mighty Blow, Guard, -1 Ag			1		11	1	30	110 000
11	Dead Damon	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard		1			4	1	14	90 000
12	Terror Ted	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow, Guard					6	1	17	110 000
13	Red Bullo	Minotaur	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Juggernaut, Stand Firm					6	3	27	190 000
15	Mad Murray	Bull Centaur	7	4	2	9	Sprint, Sure Feet, Thick Skull, Block, Mighty Blow, Tackle, +1 Ma			1		10	6	53	220 000
16	Vince Violence	Bull Centaur	6	4	2	8	Sprint, Sure Feet, Thick Skull, Block, Mighty Blow, Break Tackle, -1 Av			1		9	5	46	190 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 6 24 0 80 29 383 1 590 000

Induced Stars and Mercenaries	MA	ST	AG	AV	Skills	CP	TD	Int	Cas	MVP	SPP	Value

<p>Inducements (for next match)</p> <p>Bloodweiser Babes (0-2): ___ x 50 000</p> <p>Bribes (0-3): ___ x 100 000</p> <p>Extra Training (0-4): ___ x 100 000</p> <p>Halfling Master Chef (0-1): ___ x 300 000</p> <p>Wandering Apothecaries (0-2): ___ x 100 000</p> <p>Wizard (0-1): ___ x 0</p> <p>Card budget: x 0</p> <p>Gate:</p> <p>FAME:</p>		<p>Team Goods</p> <p>Rerolls: 4 x 70 000 = 280 000</p> <p>Fan Factor: 9 x 10 000 = 90 000</p> <p>Assistant Coaches: 1 x 10 000 = 10 000</p> <p>Cheerleaders: 1 x 10 000 = 10 000</p> <p>Apothecary: 1 x 50 000 = 50 000</p> <p>Treasury: 970 000</p> <p>Team Value (incl MNGs value): 2 030 000</p> <p>Induced Value: 0</p> <p>Match Value (TV for match): 2 030 000</p>
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OBBLM

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

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