

Anagram Manarag

Race: Chaos Pact

Head Coach: Alphawolf

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									50 000
2	Unnamed	Marauder	6	3	3	8			1			1		3	50 000
3	Unnamed	Marauder	6	3	3	8									50 000
4	Unnamed	Marauder	6	3	3	8	Pass		1				1	6	70 000
6	Unnamed	Marauder	6	3	3	8	Block					1	1	7	70 000
10	Unnamed	Orc Renegade	5	3	3	9	Animosity		1			1		3	50 000
11	Unnamed	Dark Elf Renegade	6	3	4	8	Animosity								70 000
12	Unnamed	Skaven Renegade	7	3	3	7	Animosity			1				3	50 000
13	Unnamed	Goblin Renegade	6	2	3	7	Animosity, Dodge, Right Stuff, Stunty								40 000
14	Gog	Chaos Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate								110 000
15	Unnamed	Chaos Ogre	5	5	2	9	Loner, Bone-Head, Mighty Blow, Thick Skull, Throw Team-Mate, Guard					1	1	7	160 000
16	Unnamed	Minotaur	5	5	2	9	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, +1 Av					3		6	180 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 3 1 0 7 3 35 950 000

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 200 000
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 2 x 70 000 = 140 000
 Fan Factor: 2 x 10 000 = 20 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 50 000
Team Value (incl MNGs value): 1 160 000
Induced Value: 0
Match Value (TV for match): 1 160 000

ROSTER BY
OBBLM

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

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