

Fiesta Fiends

Race: Daemons of Khorne

Head Coach: Johan

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Pit Fighter	6	3	3	8	Frenzy, Block		1				1	6	80 000
2	Unnamed	Pit Fighter	6	3	3	8	Frenzy								60 000
3	Unnamed	Pit Fighter	6	3	3	8	Frenzy		1			1		3	60 000
4	Unnamed	Pit Fighter	6	3	3	8	Frenzy, Block					1	1	7	80 000
5	Unnamed	Pit Fighter	6	3	3	8	Frenzy					1		2	60 000
6	Unnamed	Pit Fighter	6	3	3	8	Frenzy								60 000
7	Unnamed	Bloodletter Daemon	6	3	3	7	Horns, Juggernaut, Regeneration			1		1		5	70 000
8	Stormy Daniels	Khorne Herald	6	3	3	8	Frenzy, Horns, Juggernaut, Guard					1	1	7	110 000
9	Unnamed	Khorne Herald	6	3	3	8	Frenzy, Horns, Juggernaut, Guard			2				6	110 000
10	Unnamed	Bloodletter Daemon	6	3	3	7	Horns, Juggernaut, Regeneration					1		2	70 000
11	Unnamed	Bloodthirster	6	5	1	9	Loner, Wild Animal, Claw, Frenzy, Horns, Juggernaut, Regeneration, Mighty Blow, Guard					5	3	25	220 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 2 3 0 11 6 63 980 000

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: 1 x 10 000 = 10 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 70 000
Team Value (incl MNGs value): 1 180 000
Induced Value: 0
Match Value (TV for match): 1 180 000

ROSTER BY
OBBLM

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

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