

# Khornes Flakes

Race: Daemons of Khorne

Head Coach: Niebling

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Lord of Rage	Bloodthirster	6	5	1	9	Loner, Wild Animal, Claw, Frenzy, Horns, Juggernaut, Regeneration, Mighty Blow, Guard, Stand Firm, Block					23	1	51	270 000
2	Spazmzz	Pit Fighter	6	3	3	8	Frenzy								60 000
3	Skull Cannon	Pit Fighter	6	3	3	8	Frenzy, Block, Tackle					2	3	19	100 000
4	Blood Throne	Pit Fighter	5	3	3	8	Frenzy, Block, Guard, -1 Ma		1	1		1	2	16	110 000
5	Blood Slaughterer	Pit Fighter	6	3	3	8	Frenzy, Block, Tackle		1	2		4	2	25	100 000
6	Brass Scorpion	Pit Fighter	6	3	4	8	Frenzy, Leader, Block, Sure Hands, +1 Ag		1	16		2	1	58	160 000
8	Strikeone	Pit Fighter	6	3	3	8	Frenzy, Block					1	1	7	80 000
9	Death Dealer	Pit Fighter	6	3	3	8	Frenzy, Block, Guard		1		1	7		17	110 000
10	Belladonna	Pit Fighter	6	3	3	8	Frenzy, Block			2		1		8	80 000
50	IAMASINNER	Bloodletter Daemon	6	3	3	7	Horns, Juggernaut, Regeneration, Guard, Dodge			3			2	19	110 000
51	WHYME	Bloodletter Daemon	6	3	3	7	Horns, Juggernaut, Regeneration, Block		1				2	11	90 000
65	sigh	Khorne Herald	6	3	3	8	Frenzy, Horns, Juggernaut, Block			2		1	1	13	110 000
66	THEENDISNOW	Khorne Herald	5	3	3	8	Frenzy, Horns, Juggernaut, Mighty Blow, Guard, -1 Ma			2		5	2	26	130 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 5 28 1 47 17 270 1 510 000

### 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: 4 x 70 000 = 280 000  
 Fan Factor: 7 x 10 000 = 70 000  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 1 x 50 000 = 50 000  
 Treasury: 30 000  
**Team Value (incl MNGs value): 1 910 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 910 000**

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**OBBLM**

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

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