

Race: **Chaos Dwarf**Team Name: **Cage Match**Coach: **Tom Maertz**

Nr.	Name	Position	max	MA	ST	AG	AV	Skills, Permanent Injuries	Status	CP	TD	IN	CS	VP	SP	Value						
1	Big Slaver	Minotaur	1/1	5	5	2	7	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Block, Juggernaut, AV-			1		7		17	200,000						
2	Aggropotamus	Bull Centaur	1/2	6	4	2	9	Sprint, Sure Feet, Thick Skull, Block, Dodge, Break Tackle			6		5	1	33	200,000						
3	Stampede	Bull Centaur	2/2	6	4	2	8	Sprint, Sure Feet, Thick Skull, Block, AV-					1	1	7	150,000						
4	Alganac	Chaos Dwarf	1/6	4	3	2	9	Block, Tackle, Thick Skull, Grab, Wrestle			1		8	1	24	110,000						
5	Crazybeard	Chaos Dwarf	2/6	4	3	2	9	Block, Tackle, Thick Skull, Guard, Stand Firm			1		2	3	22	110,000						
6	Bigtop	Chaos Dwarf	3/6	4	3	2	9	Block, Tackle, Thick Skull, Pro					2	2	14	90,000						
7	Think Tank	Chaos Dwarf	4/6	4	3	2	9	Block, Tackle, Thick Skull, Guard, Strip Ball			1		3	3	24	110,000						
8	Angry Pants	Chaos Dwarf	5/6	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow, Piling On					10	2	30	110,000						
9	Rage	Chaos Dwarf	6/6	4	3	2	9	Block, Tackle, Thick Skull					2		4	70,000						
10	Snap	Hobgoblin	1/16	6	3	3	7								0	40,000						
11	Boo	Hobgoblin	2/16	6	3	3	7	Sure Hands			2				6	60,000						
12	Pop	Hobgoblin	3/16	6	3	3	7	Dirty Player		1				2	11	60,000						
13	Captain Crunch	Hobgoblin	4/16	6	3	3	7						1		2	40,000						
14	Frank	Hobgoblin	5/16	6	3	3	7								0	40,000						
15																						
16																						
Total Players (next game):										14/16	Total:					1	12	0	41	15	194	1,390,000

Induced Stars and Mercenaries

	max	MA	ST	AG	AV	Skills	Value
Nobbla Blackwart	1/1	6	2	3	7	Loner, Block, Dodge, Chainsaw, No Hands, Secret Weapon, Stunty	100,000

Total Induced Players: 1 / 2

Inducements (next game only)

Bloodweiser Babes (0-2):	0	x	50,000
Bribes (0-3):	0	x	100,000
Extra Training (0-4):	0	x	100,000
Halfling Master Chef (0-1):	0	x	300,000
Wandering Apothecaries (0-2):	0	x	100,000
Wizard (0-1):	0	x	150,000
Igor (0-1):	0	x	100,000
Budget for cards:			0
Total for Induced Stars and Mercenaries:			100,000

Permanent

Re-Rolls:	3	x	70,000	=	210,000
Fan Factor:	12	x	10,000	=	120,000
Assistant Coaches:	3	x	10,000	=	30,000
Cheerleaders:	1	x	10,000	=	10,000
Apothecary:	1	x	50,000	=	50,000
Treasury:			80,000		
Team Value:					1,810,000
Induced Value:					100,000
Match Value:					1,910,000