

# Nußloch Expendables

Race: Chaos

Head Coach: Matze

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Dolph Lundgren	Chaos Warrior	5	4	3	9	Block, Guard, Dodge		0	3	0	4	3	32	170 000
2	Sylvester Stallone	Chaos Warrior	5	4	3	9	Block, Guard		0	1	0	3	2	19	140 000
3	Jason Statham	Chaos Warrior	5	4	3	9	Block, Guard		0	0	0	4	4	28	140 000
4	Charisma Carpenter	Chaos Warrior	5	4	3	9	Block, Guard, Claw/Claws		0	3	0	2	5	38	160 000
5	Eric Roberts	Beastman	6	3	2	8	Horns, Block, Tackle, -1 Ag		0	0	0	5	3	25	100 000
6	Jet Li	Beastman	6	3	3	8	Horns, Block		0	1	0	2	1	12	80 000
7	Steve Austin	Beastman	6	3	3	8	Horns, Block, Tackle		2	3	0	6	0	23	100 000
8	Randy Couture	Beastman	6	3	3	8	Horns		0	1	0	0	0	3	60 000
9	Mickey Rourke	Beastman	6	3	4	8	Horns, Block, Two Heads, +1 Ag		1	10	0	2	0	35	140 000
10	Bruce Willis	Beastman	6	3	3	8	Horns, Block, Mighty Blow		0	4	0	5	0	22	100 000
11	Hank Amos	Beastman	6	3	3	8	Horns, Block, Tackle		1	2	0	2	1	16	100 000
13	Amin Joseph	Beastman	5	3	3	8	Horns, Block, -1 Ma	MNG	0	2	0	0	0	6	80 000
16	Terry Crews	Minotaur	5	5	2	10	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Claw/Claws, Guard, +2 Av		0	0	0	23	3	61	250 000

Total number of players next game: 12/13

Totals (excl TV for MNG players): 4 30 0 58 22 320 1 540 000

## 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  
 Halfing Master Chef (0-1): \_\_\_ x 300 000  
 Wandering Apothecaries (0-2): \_\_\_ x 100 000  
 Wizard (0-1): \_\_\_ x 150 000  
 Card budget: x  
 Gate:  
 FAME:

### Team Goods

Rerolls: 4 x 60 000 = 240 000  
 Fan Factor: 9 x 10 000 = 90 000  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 1 x 50 000 = 50 000  
 Treasury: 220 000  
**Team Value: 1 920 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 920 000**

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