Doomville Titans

Race: Chaos Dwarf

Head Coach: Tim

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Zaphar Surehoof	Bull Centaur	6	4	2	9	Sprint, Sure Feet, Thick Skull, Break Tackle, Block		0	5	0	0	1	20	170 000
2	Urok Stompit	Bull Centaur	6	4	2	9	Sprint, Sure Feet, Thick Skull, Break Tackle, Block, Sure Hands		0	7	0	8	1	42	190 000
3	Radak Ripperfist II	Chaos Dwarf Blocker	4	4	2	9	Block, Tackle, Thick Skull, +1 St		0	0	0	1	1	7	120 000
4	Zygmund Skullcrusher	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow, Guard		0	0	0	10	1	25	110 000
5	Drukat Doomhammer	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard, Mighty Blow, 1 Ni		0	0	0	7	2	24	110 000
6	Zoltan Bonegrinder	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow, Guard, Dauntless		0	0	0	9	3	33	130 000
7	Dimitru Darkbeard II	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull		0	0	0	0	0	0	70 000
8	Khark Slaughterfist II	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow, Guard		0	0	0	7	2	24	110 000
9	Xtall Ironhand	Hobgoblin	6	3	1	7	Block, -2 Ag, 1 Ni	MNG	3	4	0	0	0	15	60 000
11	Slavislav Fivefingerz	Hobgoblin	6	3	3	7	Block		0	1	0	0	1	8	60 000
12	Zillo Zornig	Hobgoblin	6	3	3	7	Block, Dodge, 1 Ni		2	7	0	0	0	23	90 000
13	Waterboy	Hobgoblin	6	3	3	7			0	1	0	0	0	3	40 000
14	Radak Rotzloffel	Hobgoblin	6	3	3	7	Wrestle		2	1	0	0	1	10	60 000
16	G'rokk Firehoof	Minotaur	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Stand Firm		0	0	0	1	2	12	170 000

Total number of players next game: 13/14

Totals (excl TV for MNG players): 7 26 0 43 15 246 1 430 000

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	150 000
Card budget:		x	
Gate:			
FAME:			

Team Goods

Rerolls:	3	x	70 000	=	210 000
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:					60 000
Team Value:					**1 760 000**
Induced Value:					**0**
Match Value (TV for match):					**1 760 000**

MNG Journeyman New skill available Stat upgrade Stat downgrade