

# Falange Muuuu

Race: Chaos Dwarf

Head Coach: willy

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Bull 1	Bull Centaur	6	4	2	9	Sprint, Sure Feet, Thick Skull, Block, Break Tackle			2		1	2	18	170 000
2	Bull 2	Bull Centaur	6	4	2	9	Sprint, Sure Feet, Thick Skull, Block			3				9	150 000
3	Mino 3	Enslaved Minotaur	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Piling On					5	1	15	170 000
4	Dwarf 4	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
5	Dwarf 5	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull						1	5	70 000
6	Dwarf 6	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull	MNG							70 000
7	Dwarf 7	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Claw					1	1	7	100 000
8	Dwarf 8	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
9	Dwarf 9	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					1	1	7	90 000
10	Hobbo 10	Hobgoblin	6	3	3	7	Block			1			1	8	60 000
11	Hobbo 11	Hobgoblin	6	3	3	7	Block			1		3		12	60 000
16	Unnamed	Hobgoblin	6	3	3	7									40 000

Total number of players next game: 11/12

Totals (excl TV for MNG players): 0 7 0 11 7 81 1 050 000

## 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 0  
 Card budget: x 0  
 Gate:  
 FAME:



FALANGE MUUUU

### Team Goods

Rerolls: 2 x 70 000 = 140 000  
 Fan Factor: 4 x 10 000 = 40 000  
 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 (incl MNGs value): 1 350 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 280 000**

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

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