

# Chickenwings

Race: Dwarf

Head Coach: Chuky

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
2	Jean Jr.	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull								90 000
3	Claude III	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull								90 000
4	Leonce III	Blitzer	5	3	4	9	Block, Thick Skull, Mighty Blow, Tackle, +1 Ag		1	6	1	4	2	39	160 000
5	Pierre Jr	Blitzer	5	3	3	9	Block, Thick Skull, Mighty Blow, Tackle, Strip Ball, Jump Up		1	8		11	3	62	170 000
6	Boniface	Runner	6	3	3	8	Sure Hands, Thick Skull, Block, Fend, Pass, Accurate		16	14		1		60	160 000
7	Flavien	Runner	7	3	3	7	Sure Hands, Thick Skull, Block, Fend, Nerves of Steel, +1 Ma, -1 Av			18		1	1	61	170 000
8	Etienne	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard, Stand Firm, Mighty Blow					13	2	36	130 000
9	Matthieu Jr	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
10	Elie Jr	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
11	Adelard Jr	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard, Stand Firm				1	3	3	23	110 000
12	Reynaud Jr	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
13	Camille	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard, Stand Firm					3	2	16	110 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 18 46 2 36 13 297 1 400 000

## 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 0  
 Card budget: x 0

Gate:  
FAME:



### Team Goods

Rerolls: 4 x 50 000 = 200 000  
 Fan Factor: 10 x 10 000 = 100 000  
 Assistant Coaches: 4 x 10 000 = 40 000  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 1 x 50 000 = 50 000

Treasury: 40 000

**Team Value (incl MNGs value): 1 790 000**

**Induced Value: 0**

**Match Value (TV for match): 1 790 000**

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**OBBLM**

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

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