

# Sons of Khorne

Race: Chaos

Head Coach: Harry\_eITuerto

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Dhaos Junior	Chaos Warrior	5	4	3	9			1				1		100 000
2	Lektor Grim Shyesh	Chaos Warrior	5	4	3	9	Garra/Garras, Placar			1			3	18	140 000
3	Raklor Ojosudor	Chaos Warrior	5	4	3	9	Placar					2	1	9	120 000
4	Nyth Herrumbroso	Chaos Warrior	5	4	3	9	Placar		1			1	1	8	120 000
5	Spranogor	Beastman	6	3	3	8	Cuernos, Placar					2	1	9	80 000
6	Cra-nogor	Beastman	5	3	3	8	Cuernos, -1 Ma								60 000
7	Mu'nogor	Beastman	6	3	3	8	Cuernos, Manos Seguras, Placar		1	4			1	18	100 000
8	El 8 está gafado	Beastman	6	3	3	8	Cuernos								60 000
10	sMak-tres brazos	Beastman	6	3	3	8	Cuernos								60 000
11	Dark-nogor	Beastman	6	3	3	8	Cuernos					1		2	60 000
12	Morlaco	Minotaur	5	5	2	8	Solitario, Furia, Cuernos, Golpe Mortifero, Cabeza Dura, Animal Salvaje, Garra/Garras					3	1	11	170 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 3 5 0 9 8 76 1 070 000

## 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 0  
 Gate:  
 FAME:



### Team Goods

Rerolls: 3 x 60 000 = 180 000  
 Fan Factor: 3 x 10 000 = 30 000  
 Assistant Coaches: 1 x 10 000 = 10 000  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 1 x 50 000 = 50 000  
 Treasury: 40 000  
**Team Value (incl MNGs value): 1 340 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 340 000**

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

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