

# Slaanesh Dolphins

Race: Chaos

Head Coach: infame

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Minotaur	4	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Claw/Claws, -1 Ma					1	1	7	170 000
2	warrior2	Chaos Warrior	5	4	3	9	Block, Mighty Blow			1		1	3	20	140 000
3	warrior3	Chaos Warrior	5	4	3	9	Block					3	1	11	120 000
4	warrior4	Chaos Warrior	5	4	4	9	Block, +1 Ag			3		1	1	17	160 000
5	warrior5	Chaos Warrior	5	4	3	9				1		2	1	12	100 000
8	Unnamed	Beastman	6	3	3	8	Horns			1			1	8	60 000
11	beastman11	Beastman	5	3	3	8	Horns, -1 Ma								60 000

Total number of players next game: 7/7

Totals (excl TV for MNG players): 0 6 0 8 8 75 810 000

Induced Stars and Mercenaries	MA	ST	AG	AV	Skills	CP	TD	Int	Cas	MVP	SPP	Value

<p><b>Inducements</b> (for next match)</p> <p>Bloodweiser Babes (0-2): ___ x 50 000</p> <p>Bribes (0-3): ___ x 100 000</p> <p>Extra Training (0-4): ___ x 100 000</p> <p>Halfing Master Chef (0-1): ___ x 300 000</p> <p>Wandering Apothecaries (0-2): ___ x 100 000</p> <p>Wizard (0-1): ___ x 150 000</p> <p>Card budget: x 0</p> <p>Gate:</p> <p>FAME:</p>		<p><b>Team Goods</b></p> <p>Rerolls: 3 x 60 000 = 180 000</p> <p>Fan Factor: 3 x 10 000 = 30 000</p> <p>Assistant Coaches: 0 x 10 000 = 0</p> <p>Cheerleaders: 0 x 10 000 = 0</p> <p>Apothecary: 1 x 50 000 = 50 000</p> <p>Treasury: 120 000</p> <p><b>Team Value (incl MNGs value): 1 070 000</b></p> <p><b>Induced Value: 0</b></p> <p><b>Match Value (TV for match): 1 070 000</b></p>
---	--	--



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

Please consider donating to the OBBLM project if you enjoy this software and wish to support further development and maintenance. For more information visit nicholasmr.dk