

CHAOS PACT

Chaos Pact teams are a mix of evil and chaotic races. The Marauders while enthusiastic have to be coached to fill the different needs of the team while other races provide the muscle and fineness to support the Marauders. However due to the arrogance, stupidity, or animalistic nature of the team members, it is rare to see a well organized and effective Chaos Pact team. The Chaos All-Stars are the best example of how great this team can be with the right coach.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-12	Marauders	50,000	6	3	3	8	None	GSPM	A
0-1	Goblin Renegade	40,000	6	2	3	7	Animosity, Dodge, Right Stuff, Stunty	AM	GSP
0-1	Skaven Renegade	50,000	7	3	3	7	Animosity	GM	ASP
0-1	Dark Elf Renegade	70,000	6	3	4	8	Animosity	GAM	SP
0-1	Chaos Troll	110,000	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	S	GAPM
0-1	Chaos Ogre	140,000	5	5	2	9	Loner, Bone-head, Mighty Blow, Thick Skull, Throw Team-mate	S	GAPM
0-1	Minotaur	150,000	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal	S	GAPM

0-8 Re-roll counters: 70,000 gold pieces each

Star Players available for Inducement: Bomber Dribblesnot (60k), Zzharg Madeye (90k), Ugroth Bolgrot (100k), Crazy Igor (120k), Lewdgrip Whiparm (150k), Morg 'n' Thorg (430k)