

The Rat-Pack

Race: Skaven

Head Coach: Coolman2559

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	I.Concede	Thrower	7	3	3	7	Pass, Sure Hands		2					2	70 000
2	Kenny	Lineman	7	3	3	7							1	5	50 000
3	Mcsqueeken	Lineman	7	3	3	7									50 000
4	Twitchy	Lineman	7	3	3	7	Block		1				1	6	70 000
5	Franky Boy	Lineman	7	2	3	7	-1 St								50 000
6	Obscikh Shade	Lineman	7	3	3	7									50 000
7	Sewer-Rider	Gutter Runner	9	2	4	7	Dodge, Weeping Blades								80 000
8	Splinter the Lucky	Gutter Runner	9	2	5	7	Dodge, Weeping Blades, +1 Ag			1			1	8	120 000
9	Boomer	Blitzer	7	3	3	8	Block, Guard						2	10	110 000
10	Roberts	Blitzer	7	3	3	8	Block, Guard						2	10	110 000
11	Squeeky	Rat Ogre	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal								150 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 3 1 0 0 7 41 910 000

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:

ROSTER BY
OBBLM



Team Goods

Rerolls: 2 x 60 000 = 120 000
 Fan Factor: 1 x 10 000 = 10 000
 Assistant Coaches: 1 x 10 000 = 10 000
 Cheerleaders: 1 x 10 000 = 10 000
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 190 000
Team Value (incl MNGs value): 1 110 000
Induced Value: 0
Match Value (TV for match): 1 110 000

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

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