

Warp Stone Scramblers

Race: Skaven

Head Coach: Cryptic

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Lineman	7	3	3	7	Kick					2	1	9	70 000
2	Unnamed	Lineman	7	3	2	7	Guard, -1 Ag					1	1	7	80 000
3	Unnamed	Lineman	7	3	3	7									50 000
4	Unnamed	Lineman	7	3	3	7									50 000
5	Unnamed	Thrower	7	3	3	7	Pass, Sure Hands, Accurate, Strong Arm		14				2	24	120 000
6	Unnamed	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Block		1	2		1	1	14	100 000
6	Lineman	Lineman	7	3	3	7									50 000
7	Unnamed	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Two Heads, Big Hand		4	4			2	26	140 000
8	Unnamed	Gutter Runner	9	2	5	7	Dodge, Weeping Dagger, Block, Sprint, +1 Ag		6	7		1	3	44	160 000
10	Unnamed	Blitzer	6	3	3	8	Block, Tackle, -1 Ma	MNG	1				1	6	110 000
11	Unnamed	Blitzer	7	3	4	8	Block, Tackle, +1 Ag			2		1	2	18	150 000
13	Unnamed	Rat Ogre	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal					1	1	7	150 000

Total number of players next game: 11/12

Totals (excl TV for MNG players): 26 15 0 7 14 155 1 120 000

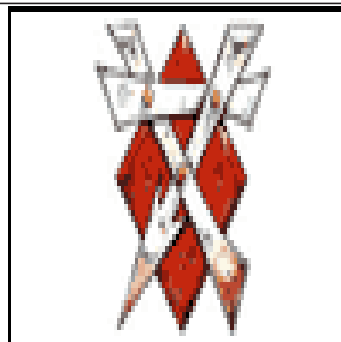
Induced Stars and Mercenaries

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: 3 x 60 000 = 180 000
 Fan Factor: 2 x 10 000 = 20 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 200 000
Team Value (incl MNGs value): 1 480 000
Induced Value: 0
Match Value (TV for match): 1 370 000

ROSTER BY
OBBLM

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

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