Scrapheap Assassins

Race: Chaos Pact

Head Coach: Anvilbrow

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Marauder	6	3	3	8									50 000
2	Unnamed	Marauder	6	3	3	8									50 000
6	Unnamed	Marauder	6	3	3	8									50 000
8	Unnamed	Marauder	6	3	3	8									50 000
13	Unnamed	Skaven Renegade	7	3	3	7	Animosity								50 000
14	Unnamed	Dark Elf Renegade	6	3	4	8	Animosity								70 000
15	Unnamed	Orc Renegade	5	3	3	9	Animosity								50 000
16	Unnamed	Goblin Renegade	6	2	3	7	Animosity, Dodge, Right Stuff, Stunty								40 000
17	Unnamed	Chaos Ogre	5	5	2	9	Loner, Bone Head, Mighty Blow, Thick Skull, Throw Team-Mate								140 000
18	Unnamed	Minotaur	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal								150 000
19	Unnamed	Chaos Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate								110 000

Total number of players next game: 11/11

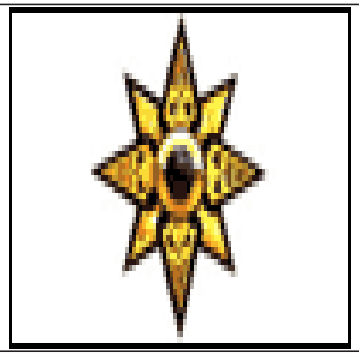
Totals (excl TV for MNG players): 0 0 0 0 0 0 810 000

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:			

ROSTER BY OBBLM



Team Goods

Rerolls:	2	x	70 000	=	140 000
Fan Factor:	2	x	10 000	=	20 000
Assistant Coaches:	0	x	10 000	=	0
Cheerleaders:	0	x	10 000	=	0
Apothecary:	0	x	50 000	=	0
Treasury:					30 000
Team Value (incl MNGs value):					**970 000**
Induced Value:					**0**
Match Value (TV for match):					**970 000**

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

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