Chicator Rats

Race: Skaven

Head Coach: FaVi

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Matt Barrrr'kley	Thrower	7	3	3	7	Pass, Sure Hands, Accurate, Kick-Off Return, Leader*		6	1		1	1	16	110 000
3	Perrr'nell McPheee	Skaven Blitzers	7	3	3	8	Block, Guard			1		2	1	12	110 000
4	Jerrr'ell Frrr'eeeman	Skaven Blitzers	7	4	3	8	Block, Mighty Blow, Tackle*, +1 St					5	2	20	160 000
6	Kefffin Fffite	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Tackle			3		1		11	100 000
8	Alll'shhhon Jeffferrr'y II.	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Wrestle, Dauntless			5		1	1	22	120 000
9	Marrr'quesss Fffillssson	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Sprint, Sure Feet		3	3			2	22	120 000
11	Adrrrian Amosss	Lineman	7	3	3	7	Kick					3		6	70 000
12	Mitcsss Unrrrein	Journeyman	7	3	3	7	Loner								50 000
14	Akkkiem Hickkkks II.	Lineman	7	3	3	7	Guard					1	1	7	80 000

Total number of players next game: 9/9

Totals (excl TV for MNG players): 9 13 0 14 8 116 920 000

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
Horatio X Schottenheim (0-1):	__	x	80 000
Krot Shockwhisker (0-1):	__	x	80 000
Card budget:		x	0
Gate:			
FAME:			

ROSTER BY OBBLM

Team Goods

Rerolls:	2	x 60 000	=	120 000
Fan Factor:	7	x 10 000	=	70 000
Assistant Coaches:	1	x 10 000	=	10 000
Cheerleaders:	1	x 10 000	=	10 000
Apothecary:	1	x 50 000	=	50 000
Team Value (incl MNGs value):				**1 180 000**
Induced Value:				**0**
Match Value (TV for match):				**1 180 000**
Treasury:				270 000

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

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