

# Underrville Jaguarrsss

Race: Underworld

Head Coach: FaVi

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Chaddd Henne	Skaven Thrower	7	4	3	7	Animosity, Pass, Sure Hands, +1 St		1	2				7	120 000
2	Billake Borrrt'lllessz	Skaven Thrower	7	3	4	7	Animosity, Pass, Sure Hands, Accurate, Strong Arm, +1 Ag		12	3			2	31	160 000
3	Paaaulll Posssz'lllusssz'ny	Skaven Blitzzer	7	3	3	8	Animosity, Block, Tackle			1		1	1	10	110 000
4	Calllaissz Camp"belll	Skaven Blitzzer	7	3	3	8	Animosity, Block, Frenzy					2	1	9	110 000
9	Jerrrmeey Parrrnelll	Warpstone Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate, Grab					2	1	9	130 000
10	Ssshaneee Wynn	Underworld Goblin	6	2	3	7	Right Stuff, Dodge, Stunty, Guard, 1 Ni	MNG		2			1	11	70 000
11	Trrrasszsy Howarr'd II.	Journeyman	6	2	3	7	Right Stuff, Dodge, Stunty, Loner								40 000
12	Tylll'errr Pat'mon	Journeyman	6	2	3	7	Right Stuff, Dodge, Stunty, Loner								40 000
13	Peyyyton Thompszz'on	Underworld Goblin	6	2	3	7	Right Stuff, Dodge, Stunty, Strip Ball			1		1	1	10	70 000
14	K'rriisszz Ivorrry	Underworld Goblin	6	2	3	7	Right Stuff, Dodge, Stunty, Diving Catch, Extra Arms			2		1	2	18	80 000
15	Marrce'dessz Lewissz	Skaven Lineman	7	3	3	7	Animosity								50 000
16	Barry Churrch	Skaven Lineman	7	3	3	7	Animosity, Wrestle					3	1	11	70 000

Total number of players next game: 11/12

Totals (excl TV for MNG players): 13 11 0 10 10 116 980 000


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
- Fink Da Fixer (0-1): \_\_\_ x 50 000
- Krot Shockwhisker (0-1): \_\_\_ x 80 000
- Card budget: x 0
- Gate:
- FAME:

**Team Goods**

- Rerolls: 3 x 70 000 = 210 000
- Fan Factor: 5 x 10 000 = 50 000
- Assistant Coaches: 0 x 10 000 = 0
- Cheerleaders: 0 x 10 000 = 0
- Apothecary: 1 x 50 000 = 50 000
- Team Value (incl MNGs value): 1 360 000**
- Induced Value: 0**
- Match Value (TV for match): 1 290 000**
- Treasury: 230 000



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**OBBLM**

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

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