

Skavendom Scum

Race: Skaven

Head Coach: Riff-Raff

| Nr | Name | Position | MA | ST | AG | AV | Skills and Injuries | MNG | CP | TD | Int | Cas | MVP | SPP | Value |
|----|------------------------|-----------------|----|----|----|----|--|-----|----|----|-----|-----|-----|-----|---------|
| 1 | Stranglikch the Deadly | Skaven Blitzers | 7 | 3 | 3 | 8 | Block, Tackle, Mighty Blow | | | 1 | 1 | 3 | 2 | 21 | 130 000 |
| 2 | Toxife the Lethal | Skaven Blitzers | 7 | 3 | 3 | 8 | Block | | | | | | | | 90 000 |
| 3 | Slifink the Blade | Gutter Runner | 9 | 2 | 4 | 7 | Dodge, Weeping Dagger, Leap, Block | | 5 | 6 | | | | 23 | 120 000 |
| 4 | Shure the Silent | Gutter Runner | 9 | 2 | 4 | 7 | Dodge, Weeping Dagger, Block, Sure Hands | | 3 | 1 | | 1 | 2 | 18 | 120 000 |
| 7 | Slide the Ghost | Thrower | 7 | 3 | 3 | 7 | Pass, Sure Hands, Nerves of Steel, Big Hand | | 16 | | | 1 | 1 | 23 | 120 000 |
| 9 | Stilide Sneek | Lineman | 7 | 3 | 3 | 7 | Block | | | | | 2 | 2 | 14 | 70 000 |
| 10 | Skitture Venom | Lineman | 7 | 3 | 3 | 7 | | | | | | | | | 50 000 |
| 12 | Garythe Scuttle | Lineman | 7 | 3 | 3 | 7 | Strip Ball, Two Heads, 1 Ni | | | 1 | | 2 | 2 | 17 | 100 000 |
| 13 | Sciad Hemlock | Rat Ogre | 6 | 5 | 2 | 8 | Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal, Juggernaut, Break Tackle, 1 Ni | | | | | 8 | 1 | 21 | 190 000 |
| 14 | Unnamed | Journeyman | 7 | 3 | 3 | 7 | Loner | | | | | | | | 50 000 |
| 15 | Unnamed | Journeyman | 7 | 3 | 3 | 7 | Loner | | | | | | | | 50 000 |
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Total number of players next game: 11/11

Totals (excl TV for MNG players): 24 9 1 17 10 137 1 090 000

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:

Team Goods

Rerolls: 3 x 60 000 = 180 000
 Fan Factor: 3 x 10 000 = 30 000
 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): 1 350 000

Induced Value: 0

Match Value (TV for match): 1 350 000

Treasury: 160 000

ROSTER BY
OBBLM

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

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