

# 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

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  


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

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