

# Highland Hitchhikers II

Race: Skaven

Head Coach: scottish

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Zaphod Beeblebrox II	Lineman	7	3	3	7									50 000
2	Unnamed	Journeyman	7	3	3	7	Loner								50 000
3	Unnamed	Journeyman	7	3	3	7	Loner								50 000
4	Vroomfondel	Lineman	6	3	3	7	-1 Ma								50 000
5	Unnamed	Journeyman	7	3	3	7	Loner								50 000
8	Prostetnic Vogon Jeltz	Rat Ogre	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal, Juggernaut					5		10	170 000
9	Arthur Dent	Skaven Blitzers	7	3	3	8	Block					2		4	90 000
10	Ford Prefect II	Skaven Blitzers	7	3	3	8	Block, Guard					1	1	7	110 000
11	Fenchurch	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Block, Sure Hands		1	4			2	23	120 000
12	Tricia MacMillan	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Wrestle			4				12	100 000
13	Paula Nancy Millstone Jenr	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Guard		3				1	8	110 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 4 8 0 8 4 64 950 000

## 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): 1 210 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 210 000**  
 Treasury: 60 000



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