

# Slaanesh Kinksters

Race: Dark Elf

Head Coach: Max

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Red Marks	Lineman	6	3	4	8	Wrestle		1			1	1	8	90 000
2	Breath Control	Lineman	6	3	4	8	1 Ni		2					2	70 000
3	Gloves Grab	Lineman	6	3	4	8	Wrestle, Dodge					1	3	17	110 000
4	Foot Lick	Lineman	6	3	4	7	Block, -1 Av		1	2		1		9	90 000
5	Dom	Lineman	6	3	4	8	Diving Tackle		3	1				6	90 000
6	Sub	Lineman	6	3	4	8	Block, Guard		1	1		2	2	18	120 000
7	Blindfold	Lineman	6	3	4	8	Dodge		3			2		7	90 000
10	Whip	Blitzer	7	3	4	8	Block, Dodge, Side Step			2			3	21	140 000
11	Leather	Blitzer	7	3	4	8	Block, Dodge			2			1	11	120 000
12	Ropes II	Blitzer	7	3	4	8	Block		1			1		3	100 000
13	Cuffs	Blitzer	7	3	4	8	Block, Guard			2		1		8	130 000
24	Lace	Witch Elf	7	3	4	7	Frenzy, Dodge, Jump Up, Block, Side Step, Tackle		1	9		1	1	35	170 000
24	Nails	Witch Elf	7	3	4	7	Frenzy, Dodge, Jump Up								110 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 13 19 0 10 11 145 1 430 000

## 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  
 Halfing Master Chef (0-1): \_\_\_ x 300 000  
 Wandering Apothecaries (0-2): \_\_\_ x 100 000  
 Wizard (0-1): \_\_\_ x 200 000  
 Card budget: x 0  
 Gate:  
 FAME:



### Team Goods

Rerolls: 3 x 50 000 = 150 000  
 Fan Factor: 1 x 10 000 = 10 000  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 1 x 50 000 = 50 000  
 Treasury: 10 000  
**Team Value (incl MNGs value): 1 640 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 640 000**

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**OBBLM**

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

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