

Suburban Runners

Race: Skaven

Head Coach: Max

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Vinz	Gutter Runner	9	2	4	7	Dodge, Block, Guard		13	2			1	24	130 000
2	Sneaky	Gutter Runner	9	2	4	7	Dodge, Block, Side Step, Dauntless		1	8			2	35	140 000
3	Scriv	Gutter Runner	9	2	5	7	Dodge, Leap, Block, +1 Ag		7	11			1	45	160 000
4	Rusty	Gutter Runner	9	2	4	6	Dodge, Block, Side Step, -1 Av	MNG	5	2			1	16	120 000
11	Thrask	Blitzer	7	3	3	8	Block, Guard					3	1	11	110 000
12	Mik	Blitzer	7	3	3	8	Block, Guard					4	1	13	110 000
21	Lughtigern	Lineman	7	3	3	7	Guard, Two Heads					1	3	17	110 000
22	S'nkeep	Lineman	7	3	3	7									50 000
23	Morky	Lineman	6	3	3	7	-1 Ma								50 000
24	Scarfester	Lineman	7	3	3	7	Wrestle					1	2	12	70 000
25	Vorg	Lineman	7	3	3	7									50 000
27	Skittar	Lineman	7	3	3	7									50 000
33	Morgoth	Rat Ogre	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal, Guard, Break Tackle					5	2	20	190 000

Total number of players next game: 12/13

Totals (excl TV for MNG players): 26 23 0 14 14 193 1 220 000

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
- Wizard (0-1): ___ x 200 000
- Card budget: x 0
- Gate:
- FAME:



Team Goods

- Rerolls: 5 x 60 000 = 300 000
- Fan Factor: 6 x 10 000 = 60 000
- Assistant Coaches: 2 x 10 000 = 20 000
- Cheerleaders: 2 x 10 000 = 20 000
- Apothecary: 1 x 50 000 = 50 000
- Treasury: 80 000
- Team Value (incl MNGs value): 1 790 000**
- Induced Value: 0**
- Match Value (TV for match): 1 670 000**

ROSTER BY
OBBLM

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

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