I-Cardy

Race: Cereal

Head Coach: cereal_killer

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Ray Blitzirio	Skaven Blitzer	7	3	3	8	Animosity, Block, Mighty Blow			1		1	1	10	110 000
2	RunnerRunner	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Wrestle, Side Step, 1 Ni			2			2	16	120 000
3	Leapping Danger	Blitzer	7	3	3	8	Diving Tackle, Jump Up, Leap, Very Long Legs, Block					1	1	7	130 000
4	Big Snow	Yhetee	5	5	1	7	Loner, Claw, Disturbing Presence, Frenzy, Wild Animal, Mighty Blow, -1 Av					4		8	160 000
5	Hulk Ogre	Chaos Ogre	5	5	1	9	Loner, Bone Head, Mighty Blow, Thick Skull, Throw Team-Mate, Piling On, Guard, -1 Ag				1	2	2	16	180 000
6	Andrè the Whirling	Fanatic	3	7	3	7	Ball and Chain, No Hands, Secret Weapon, Stunty, Mighty Blow					1	1	7	90 000
7	Unnamed	Khorne Herald	6	3	3	8	Frenzy, Horns, Juggernaut					1		2	90 000
8	Razor Humon	ablitzer	7	3	3	8	Block, Mighty Blow, 1 Ni					2	1	9	110 000
9	Ultimate Warrior	Nurgle Warrior	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration, Block					5	1	15	130 000
10	De-Bra	Linewoman	6	3	3	7	Dodge, Block			2				6	70 000
11	Macho Bull	Bull Centaur	6	4	2	9	Sprint, Sure Feet, Thick Skull, Block			2				6	150 000
12	Eddie Lancero	Thrower	6	3	4	7	Pass, Dodge		6					6	90 000
13	I-K-A Jonny	Blocker	6	3	3	8	Wrestle, Guard					1	1	7	90 000
99	Puzzolo	Rotter	5	3	3	8	Decay, Nurgle's Rot								40 000

Total number of players next game: 14/14

Totals (excl TV for MNG players): 6 7 1 18 10 115 1 560 000

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
Card budget:		x	0
Gate:			
FAME:			



Team Goods

Rerolls:	0	x	60 000	=	0
Fan Factor:	4	x	10 000	=	40 000
Assistant Coaches:	0	x	10 000	=	0
Cheerleaders:	0	x	10 000	=	0
Apothecary:	1	x	50 000	=	50 000
Treasury:					150 000
Team Value (incl MNGs value):					**1 650 000**
Induced Value:					**0**
Match Value (TV for match):					**1 650 000**

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

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