

Sotto Ponte Wreckyou

Race: Underworld

Head Coach: Chupacabra

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Warpstone Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate, Claw, Tentacles						4	20	150 000
2	Unnamed	Skaven Blitzzer	7	3	3	8	Animosity, Block, Mighty Blow, Dodge		1			7	3	30	140 000
3	Unnamed	Skaven Blitzzer	7	3	3	8	Animosity, Block, Claw, Mighty Blow, Tackle, 1 Ni			2		5	3	31	150 000
4	Unnamed	Skaven Thrower	8	3	3	7	Animosity, Pass, Sure Hands, +1 Ma			2				6	100 000
5	Unnamed	Skaven Thrower	7	4	3	7	Animosity, Pass, Sure Hands, Block, +1 St		2	5		2	1	26	140 000
6	Unnamed	Skaven Lineman	7	3	3	7	Animosity, Wrestle			1		2		7	70 000
7	Unnamed	Skaven Lineman	7	3	3	7	Animosity								50 000
8	Unnamed	Underworld Goblin	6	2	3	7	Right Stuff, Dodge, Stunty								40 000
9	Unnamed	Underworld Goblin	6	2	3	7	Right Stuff, Dodge, Stunty								40 000
10	Unnamed	Underworld Goblin	6	2	3	7	Right Stuff, Dodge, Stunty, 1 Ni								40 000
11	Unnamed	Underworld Goblin	6	2	3	7	Right Stuff, Dodge, Stunty								40 000
13	Unnamed	Underworld Goblin	6	2	3	7	Right Stuff, Dodge, Stunty								40 000
14	Unnamed	Underworld Goblin	6	2	3	7	Right Stuff, Dodge, Stunty					1		2	40 000
15	Unnamed	Underworld Goblin	6	2	2	7	Right Stuff, Dodge, Stunty, -1 Ag								40 000
16	Unnamed	Underworld Goblin	6	2	3	7	Right Stuff, Dodge, Stunty								40 000

Total number of players next game: 15/15

Totals (excl TV for MNG players): 3 10 0 17 11 122 1 120 000

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: 3 x 70 000 = 210 000
 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
 Treasury: 210 000
Team Value (incl MNGs value): 1 410 000
Induced Value: 0
Match Value (TV for match): 1 410 000

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

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