

X-Force

Race: Skaven

Head Coach: Smilzo

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Mercurio	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Wrestle			1			1	8	100 000
2	Arsenico	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Wrestle		2	1		1		7	100 000
3	Magnesio	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Horns		1	1			1	9	110 000
4	Potassio	Gutter Runner	10	2	4	7	Dodge, Weeping Dagger, +1 Ma			5				15	110 000
5	Uranio	Blitzer	7	3	3	8	Block, Mighty Blow, Claw					4	2	18	140 000
6	Plutonio	Blitzer	7	3	4	8	Block, Mighty Blow, +1 Ag			1		5	2	23	150 000
7	Cadmio	Thrower	7	3	3	7	Pass, Sure Hands, Block, Dodge		3	2		1	1	16	120 000
8	Germanio	Lineman	7	3	3	7									50 000
9	Selenio	Lineman	7	3	3	7									50 000
10	Vinicio	Lineman	7	3	3	7	1 Ni					1		2	50 000
11	Cobalto	Lineman	7	3	3	7						2		4	50 000
12	Stronzio	Lineman	7	3	3	7									50 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 6 11 0 14 7 102 1 080 000

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
 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: 1 x 10 000 = 10 000
 Cheerleaders: 1 x 10 000 = 10 000
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 100 000
Team Value (incl MNGs value): 1 360 000
Induced Value: 0
Match Value (TV for match): 1 360 000

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

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