Blue Bullets XI

Race: Skaven

Head Coach: Martello Campigiano

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Rat Ogre	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal			5		4		-27	150 000
2	Unnamed	Thrower	7	3	3	7	Pass, Sure Hands, Leader*			1				3	70 000
3	Unnamed	Lineman	7	3	3	7				1				3	50 000
4	Unnamed	Lineman	7	3	3	7						1		2	50 000
5	Unnamed	Lineman	7	3	3	7						1		2	50 000
6	Unnamed	Lineman	7	3	3	7						1		2	50 000
7	Unnamed	Blitzer	7	3	3	8	Block, Mighty Blow*					1		2	90 000
8	Unnamed	Blitzer	7	3	3	8	Block, Mighty Blow*								90 000
9	Unnamed	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger								80 000
10	Unnamed	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Wrestle*			1				3	80 000
11	Unnamed	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Block*								80 000
12	Unnamed	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Block*								80 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 0 8 0 8 0 -10 920 000

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:	2	x	60 000	=	120 000
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:					0
Team Value (incl MNGs value):					**1 100 000**
Induced Value:					**0**
Match Value (TV for match):					**1 100 000**

MNG Journeyman Used journeyman New skill available Stat upgrade Stat downgrade

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