

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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