Rocket Raccoons

Race: Skaven

Head Coach: Smilzo

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger								80 000
2	Unnamed	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Wrestle, Strip Ball		2	4			1	19	120 000
3	Unnamed	Gutter Runner	9	2	4	6	Dodge, Weeping Dagger, -1 Av			1				3	80 000
4	Unnamed	Gutter Runner	9	2	5	7	Dodge, Weeping Dagger, +1 Ag			2				6	120 000
5	Unnamed	Blitzer	7	3	3	8	Block, Mighty Blow, Tackle, Claw					15	2	40	160 000
7	Unnamed	Thrower	8	3	3	7	Pass, Sure Hands, Block, Leader, +1 Ma		2	6		2	2	34	140 000
8	Unnamed	Lineman	7	3	3	7	Dirty Player		1				1	6	70 000
9	Unnamed	Lineman	6	3	3	7	-1 Ma								50 000
10	Unnamed	Lineman	7	3	3	7	Kick					2	1	9	70 000
11	Unnamed	Lineman	7	3	3	7						1		2	50 000
12	Unnamed	Lineman	7	3	3	7						1	1	7	50 000
13	Unnamed	Lineman	7	3	3	7									50 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 5 13 0 21 8 126 1 040 000

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	60 000	=	180 000
Fan Factor:	6	x	10 000	=	60 000
Assistant Coaches:	1	x	10 000	=	10 000
Cheerleaders:	1	x	10 000	=	10 000
Apothecary:	1	x	50 000	=	50 000
Treasury:					180 000
Team Value (incl MNGs value):					**1 350 000**
Induced Value:					**0**
Match Value (TV for match):					**1 350 000**

MNG Journeyman Used journeyman New skill available Stat upgrade Stat downgrade

Please consider donating to the OBBLM project if you enjoy this software and wish to support further development and maintenance. For more information visit nicholasmr.dk