Deimon Devil Rats

Race: Skaven

Head Coach: Franken

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Blitzer	7	3	3	8	Block, Mighty Blow						2	10	110 000
2	Unnamed	Blitzer	6	3	3	8	Block, Tackle, -1 Ma					1	1	7	110 000
3	Unnamed	Thrower	7	3	3	7	Pass, Sure Hands, Block		1	2		1		9	90 000
4	Unnamed	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger		1	1				4	80 000
5	Unnamed	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Wrestle, Strip Ball			3		1	1	16	120 000
6	Unnamed	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Block			3				9	100 000
7	Unnamed	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Side Step			1			1	8	100 000
8	Unnamed	Lineman	7	3	3	7									50 000
9	Unnamed	Lineman	7	3	3	7	Block					2	1	9	70 000
10	Unnamed	Lineman	7	3	3	7	Claw		1				1	6	80 000
11	Unnamed	Lineman	7	3	3	7									50 000
12	Unnamed	Rat Ogre	6	5	2	7	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal, Juggernaut, -1 Av	MNG				4	1	13	170 000
15	Unnamed	Lineman	7	3	3	7									50 000

Total number of players next game: 12/13

Totals (excl TV for MNG players): 3 10 0 9 8 91 1 010 000

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:	5	x	10 000	=	50 000
Assistant Coaches:	0	x	10 000	=	0
Cheerleaders:	0	x	10 000	=	0
Apothecary:	1	x	50 000	=	50 000
Treasury:					60 000
Team Value (incl MNGs value):					**1 460 000**
Induced Value:					**0**
Match Value (TV for match):					**1 290 000**

MNG Journeyman Used journeyman New skill available Stat upgrade Stat downgrade

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