

# Die Wanderratten

Race: Skaven

Head Coach: Michael

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Ben	Blitzer	7	3	3	8	Block		0	0	0	0	0	0	90 000
2	Sokrates	Blitzer	7	3	3	8	Block		0	0	0	0	0	0	90 000
3	Bulli	Rat Ogre	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal		0	0	0	0	0	0	150 000
4	Splinter	Thrower	7	3	3	7	Pass, Sure Hands		0	0	0	0	0	0	70 000
5	Feivel	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger		0	0	0	0	0	0	80 000
6	Speedy	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger		0	0	0	0	0	0	80 000
9	Krätze	Lineman	7	3	3	7			0	0	0	0	0	0	50 000
10	Monty	Lineman	7	3	3	7			0	0	0	0	0	0	50 000
11	Hein Blöd	Lineman	7	3	3	7			0	0	0	0	0	0	50 000
12	Pinky	Lineman	7	3	3	7			0	0	0	0	0	0	50 000
13	Brain	Lineman	7	3	3	7			0	0	0	0	0	0	50 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 0 0 0 0 0 0 0 810 000

## 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  
 Wizard (0-1): \_\_\_ x 150 000  
 Card budget: x  
 Gate:  
 FAME:

### Team Goods

Rerolls: 3 x 60 000 = 180 000  
 Fan Factor: 0 x 10 000 = 0  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 0 x 50 000 = 0  
 Treasury: 10 000  
**Team Value: 990 000**  
**Induced Value: 0**  
**Match Value (TV for match): 990 000**

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