

Seckenheim Honeydew Melons

Race: Skaven

Head Coach: Marc

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
2	Unnamed	Blitzer	7	3	3	8	Block		0	0	0	0	0	0	90 000
5	Unnamed	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Block		2	0	0	0	1	7	100 000
6	Unnamed	Gutter Runner	10	2	4	7	Dodge, Weeping Dagger, +1 Ma		0	3	0	0	1	14	110 000
7	Unnamed	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Block		1	4	0	0	0	13	100 000
8	Unnamed	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger		0	1	0	0	0	3	80 000
9	Unnamed	Lineman	7	3	3	7	Block		1	0	0	0	1	6	70 000
10	Unnamed	Lineman	7	3	3	7			0	0	0	0	0	0	50 000
11	Unnamed	Lineman	7	3	3	7			0	0	0	1	0	2	50 000
12	Unnamed	Lineman	7	3	3	7	Block		0	1	0	1	1	10	70 000
13	Unnamed	Lineman	6	3	3	7	-1 Ma		0	0	0	0	0	0	50 000
14	Unnamed	Lineman	7	3	3	7			0	0	0	0	0	0	50 000
17	Unnamed	Rat Ogre	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal, Block		0	0	0	4	0	8	180 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 4 9 0 6 4 63 1 000 000

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: 3 x 10 000 = 30 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 50 000
Team Value: 1 260 000
Induced Value: 0
Match Value (TV for match): 1 260 000