

Agent Orange

Race: Skaven

Head Coach: Torsten

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Tetrahydrocannabinol	Rat Ogre	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal					1		2	150 000
2	Dioxin	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Wrestle, Leap		5	3		1		16	120 000
3	Polonium Secundus	Lineman	7	3	3	7							1	5	50 000
4	Laburnum	Lineman	7	3	3	7									50 000
5	Cadmium Secundus	Lineman	7	3	3	7									50 000
6	Arsen	Thrower	7	3	3	7	Pass, Sure Hands, Block	MNG	3				1	8	90 000
7	Botulinumtoxin	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Wrestle, Horns		3	2		2	2	23	130 000
8	Batrachotoxin	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Block, Side Step		2	5			1	22	120 000
9	Maitotoxin	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Block, Side Step, Fend		2	8			2	36	140 000
10	Tetrodotoxin	Blitzer	7	3	3	8	Block, Mighty Blow					5		10	110 000
11	Zyankalie Secundus	Blitzer	7	3	3	8	Block, Mighty Blow, Guard			1		3	2	19	130 000
12	Hydrargyrum	Lineman	7	3	3	7									50 000
13	Rizin	Lineman	7	3	3	7									50 000
14	Nowitschok	Lineman	7	3	3	7									50 000
15	Feldspieler 1	Lineman	7	3	3	7									50 000
16	Feldspieler 2	Lineman	7	3	3	7									50 000

Total number of players next game: 15/16

Totals (excl TV for MNG players): 15 19 0 12 9 141 1 300 000

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	0
Card budget:	x	0
Gate:		
FAME:		

ROSTER BY
OBBLM



Team Goods

Rerolls:	3 x	60 000 =	180 000
Fan Factor:	7 x	10 000 =	70 000
Assistant Coaches:	0 x	10 000 =	0
Cheerleaders:	0 x	10 000 =	0
Apothecary:	1 x	50 000 =	50 000
Treasury:			20 000
Team Value (incl MNGs value):			1 690 000
Induced Value:			0
Match Value (TV for match):			1 600 000

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

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