

Warp Sniffers

Race: Skaven

Head Coach: Andre

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Instantdead	Gutter Runner	10	2	4	7	Dodge, Weeping Dagger, Sprint, +1 Ma			3			1	14	130 000
2	Todesseppel	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Horns		1				1	6	110 000
3	Lord Todesrenner	Gutter Runner	10	2	4	7	Dodge, Weeping Dagger, +1 Ma			1				3	110 000
4	Kabalotom Junior	Blitzer	7	3	3	8	Block								90 000
5	Kabalotom Senior	Blitzer	7	3	3	8	Block					1		2	90 000
6	Spastn1	Journeyman	7	3	3	7	Loner								50 000
7	Spastn2	Journeyman	7	3	3	7	Loner								50 000
8	Spastn3	Journeyman	7	3	3	7	Loner								50 000
12	LongBombo Stinkerson	Thrower	7	3	3	7	Pass, Sure Hands		4					4	70 000
13	Arschkratzerle II	Rat Ogre	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal, Guard, Break Tackle					2	2	14	190 000
14	Bardcote	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger			1		1		5	80 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 5 5 0 4 4 48 1 020 000

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:



Team Goods

Rerolls: 3 x 60 000 = 180 000
 Fan Factor: 2 x 10 000 = 20 000
 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 (incl MNGs value): 1 270 000

Induced Value: 0

Match Value (TV for match): 1 270 000

ROSTER BY
OBBLM

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

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