

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Marauder	6	3	3	8									50 000
2	Unnamed	Marauder	6	3	3	8									50 000
3	Unnamed	Marauder	6	3	3	8							1	5	50 000
4	Unnamed	Marauder	6	3	3	8	Blocage							7	70 000
5	Unnamed	Marauder	6	3	3	8									50 000
6	Unnamed	Marauder	6	3	3	8				1				3	50 000
7	Unnamed	Skaven Renegade	7	3	3	7	Animosit�, Tr�s Longues Jambes				2			6	70 000
8	Unnamed	Dark Elf Renegade	6	3	4	8	Animosit�		4					4	70 000
10	Unnamed	Chaos Ogre	5	5	2	9	Solitaire, Cerveau Lent, Ch�taigne, Cr�ne �pais, Lancer un Co�quipier, Esquive en Force					1		13	160 000
11	Unnamed	Minotaur	5	5	2	8	Solitaire, Fr�n�sie, Cornes, Ch�taigne, Cr�ne �pais, Animal Sauvage, Juggernaut, Blocage Multiple					4		23	190 000
12	Unnamed	Orc renegade	5	3	3	9	Animosit�					1		2	50 000
13	Unnamed	Goblin Renegade	6	2	3	7	Animosit�, Esquive, Poids Plume, Minus, Glissade contr�e			2			1	11	60 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 4 5 0 6 2 74 920 000

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

Wizard (0-1): ___ x 150 000

Card budget: x 0

Gate:

FAME:



Team Goods

Rerolls: 3 x 70 000 = 210 000

Fan Factor: 1 x 10 000 = 10 000

Assistant Coaches: 0 x 10 000 = 0

Cheerleaders: 0 x 10 000 = 0

Apothecary: 0 x 50 000 = 0

Treasury: 100 000

Team Value (incl MNGs value): 1 140 000

Induced Value: 0

Match Value (TV for match): 1 140 000



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

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