

The Field Marshals

Race: Skaven

Head Coach: andy

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Tedder	Thrower	7	3	3	7	Pass, Sure Hands		1					1	70 000
2	Wellesley	Thrower	8	3	3	7	Pass, Sure Hands, Nerves of Steel, +1 Ma		10	1		1	1	20	120 000
5	Blücher	Blitzer	7	3	3	8	Block					1		2	90 000
7	Moltke the Younger	Blitzer	7	3	3	8	Block, Tackle, Claw/Claws			3		3	2	25	140 000
9	von Manteufel	Gutter Runner	9	2	4	7	Dodge, Block, Side Step, Dauntless		7	11			2	50	140 000
10	von Kluge	Gutter Runner	9	2	4	7	Dodge, Sure Feet, Sprint		1	7				22	120 000
11	Kesselring	Gutter Runner	9	2	4	7	Dodge, Two Heads, 1 Ni			5				15	110 000
13	von Manstein	Gutter Runner	9	2	4	7	Dodge, Block, Fend, Sure Feet, Leap		2	19			1	64	160 000
14	MacDonald	Lineman	7	3	3	7							1	5	50 000
17	Murat	Lineman	7	3	3	7	Kick, Wrestle					1	2	12	90 000
20	Ney	Lineman	7	3	3	7	Wrestle						2	10	70 000
21	Berthier	Lineman	7	3	3	7	Wrestle	MNG				1	1	7	70 000
24	Masséna	Lineman	7	3	3	7									50 000

Total number of players next game: 12/13

Totals (excl TV for MNG players): 21 46 0 7 12 233 1 210 000

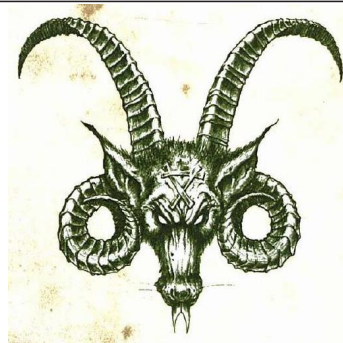
Induced Stars and Mercenaries

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: 4 x 60 000 = 240 000
 Fan Factor: 10 x 10 000 = 100 000
 Assistant Coaches: 1 x 10 000 = 10 000
 Cheerleaders: 1 x 10 000 = 10 000
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 410 000
Team Value (incl MNGs value): 1 690 000
Induced Value: 0
Match Value (TV for match): 1 620 000

ROSTER BY
08BLM

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