

# Aerel Mice & rats

Race: Skaven

Head Coach: destroyer990

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Indeciso	Rat Ogre	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal, Juggernaut					3	1	11	170 000
2	#2	Thrower	7	3	3	7	Pass, Sure Hands		1					1	70 000
4	#4	Blitzer	7	3	3	8	Block, Mighty Blow, Tackle, Claw/Claws		1			8	4	37	160 000
5	#5	Blitzer	7	3	3	8	Block, Mighty Blow, Claw/Claws, 1 Ni					5	2	20	140 000
6	#6	Gutter Runner	9	2	4	7	Dodge, Weping Dagger, Block, Two Heads			4			1	17	130 000
7	#7	Gutter Runner	9	3	4	7	Dodge, Weping Dagger, Block, +1 St		1	7			2	32	150 000
8	#8	Gutter Runner	9	3	4	7	Dodge, Weping Dagger, Block, +1 St		3	2		1	2	21	150 000
9	#9	Gutter Runner	9	2	4	7	Dodge, Weping Dagger								80 000
79	Nove	Lineman	7	3	3	7									50 000
80	Dieci	Lineman	7	3	3	7		MNG							50 000
81	Undici	Lineman	7	3	3	7						1		2	50 000

Total number of players next game: 10/11

Totals (excl TV for MNG players): 6 13 0 18 12 141 1 150 000

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 0

Gate:

FAME:



**Team Goods**

Rerolls: 3 x 60 000 = 180 000

Fan Factor: 4 x 10 000 = 40 000

Assistant Coaches: 0 x 10 000 = 0

Cheerleaders: 0 x 10 000 = 0

Apothecary: 1 x 50 000 = 50 000

Treasury: 70 000

**Team Value (incl MNGs value): 1 470 000**

**Induced Value: 0**

**Match Value (TV for match): 1 420 000**

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

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