

# Ravi di Campagna

Race: Skaven

Head Coach: Moro

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Quello dopato	Gutter Runner	9	3	4	7	Dodge, Weping Dagger, Block, Leap, +1 St		2	8		2	1	35	170 000
2	Quello che... ha qualcosa	Gutter Runner	9	2	4	7	Dodge, Weping Dagger, Block, Two Heads		3	6		1		23	130 000
3	Quello Nuovo	Gutter Runner	10	2	4	7	Dodge, Weping Dagger, Block, +1 Ma			3		1	1	16	130 000
4	Quello che corre	Gutter Runner	10	2	4	7	Dodge, Weping Dagger, Sprint, Sure Feet, Two Heads, Leader, +1 Ma		1	24			3	88	210 000
5	Quello che forse a qualcosa	Blitzer	7	3	3	8	Block, Mighty Blow, Claw/Claws					1	3	17	140 000
6	Quello che non fa mai un c	Blitzer	7	3	3	8	Block, Mighty Blow, Claw/Claws, Horns					10	6	50	170 000
7	Quello inutile	Thrower	7	3	3	7	Pass, Sure Hands		5					5	70 000
9	Tizio a caso che morirà 1	Lineman	7	3	3	7									50 000
10	Quello che falla ancora	Lineman	7	3	3	7									50 000
11	Quello che fallerà	Lineman	7	3	3	7	1 Ni								50 000
12	Quello che dopo il fallo fall	Lineman	7	3	3	7									50 000
13	Quello che vuole proprio fa	Lineman	7	3	3	7						1		2	50 000
14	Tizio a caso che morirà 2	Lineman	7	3	3	7									50 000
15	Quello che ama i "Falli"	Lineman	7	3	3	7									50 000
99	Quello che Muore su block	Rat Ogre	6	5	1	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal, Stand Firm, -1 Ag					2	1	9	170 000

Total number of players next game: 15/15

Totals (excl TV for MNG players): 11 41 0 18 15 245 1 540 000

## 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:	10 x	10 000 =	100 000
Assistant Coaches:	0 x	10 000 =	0
Cheerleaders:	0 x	10 000 =	0
Apothecary:	1 x	50 000 =	50 000
Treasury:			140 000
<b>Team Value (incl MNGs value):</b>			<b>1 870 000</b>
<b>Induced Value:</b>			<b>0</b>
<b>Match Value (TV for match):</b>			<b>1 870 000</b>

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

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