

# 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	test	Gutter Runner	9	3	4	7	Dodge, Weping Dagger, +1 St			2				6	130 000
2	Unnamed	Gutter Runner	9	2	4	7	Dodge, Weping Dagger, Block		1	2		1		9	100 000
3	Unnamed	Gutter Runner	9	2	4	7	Dodge, Weping Dagger, Block			3				9	100 000
4	Unnamed	Gutter Runner	10	2	4	7	Dodge, Weping Dagger, +1 Ma			3				9	110 000
5	Unnamed	Blitzer	7	3	3	8	Block, Mighty Blow	MNG				1	1	7	110 000
6	Unnamed	Blitzer	7	3	3	8	Block	MNG					1	5	90 000
7	Unnamed	Thrower	7	3	3	7	Pass, Sure Hands								70 000
9	Unnamed	Lineman	7	3	3	7									50 000
10	Unnamed	Lineman	7	3	3	7									50 000
11	Unnamed	Lineman	7	3	3	7	Wrestle					2	1	9	70 000
12	Unnamed	Lineman	7	3	3	7									50 000
13	Unnamed	Lineman	7	3	3	7									50 000
14	Unnamed	Lineman	7	3	3	7									50 000

Total number of players next game: 11/13

Totals (excl TV for MNG players): 1 10 0 4 3 54 830 000

## 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: 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: 80 000  
**Team Value (incl MNGs value): 1 280 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 080 000**

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**OBBLM**

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

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