

The 13th Tribe

Race: Skaven

Head Coach: Fioppo

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	01	Rat Ogre	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal, Guard					4		8	170 000
2	02	Gutter Runner	10	2	4	7	Dodge, Weping Dagger, Block, +1 Ma		1	6			1	24	130 000
3	03	Gutter Runner	9	2	4	7	Dodge, Weping Dagger		1	1				4	80 000
4	04	Gutter Runner	9	2	4	7	Dodge, Weping Dagger, Block, Side Step		1	2			2	17	120 000
5	05	Gutter Runner	9	2	4	7	Dodge, Weping Dagger								80 000
6	06	Blitzer	7	3	3	8	Block					2		4	90 000
7	07	Blitzer	7	3	3	8	Block	MNG							90 000
8	08	Thrower	7	3	3	7	Pass, Sure Hands								70 000
10	10	Lineman	7	3	3	7	Wrestle					2	2	14	70 000
11	11	Lineman	6	3	3	7	-1 Ma								50 000
12	12	Lineman	7	3	3	7							1	5	50 000
13	13	Lineman	7	3	3	7									50 000

Total number of players next game: 11/12

Totals (excl TV for MNG players): 3 9 0 8 6 76 960 000

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:

ROSTER BY
OBBLM



Team Goods

Rerolls: 2 x 60 000 = 120 000
 Fan Factor: 5 x 10 000 = 50 000
 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): 1 270 000
Induced Value: 0
Match Value (TV for match): 1 180 000

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

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