

Warpstone Stealers

Race: Skaven

Head Coach: Tyrant

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
2	Iktek the Mad	Blitzer	7	3	3	8	Block, Guard			2		2		10	110 000
3	Boilritch the Infected	Blitzer	7	3	3	8	Block, Guard		1				2	11	110 000
4	Seeprolk Cankered II	Thrower	7	3	3	7	Pass, Sure Hands, Leader		1	1		1	1	11	90 000
5	Morskrit Thrice-Stubbed Th	Lineman	7	3	3	7	1 Ni	MNG							50 000
6	Snatz IV	Lineman	6	3	3	7	-1 Ma	MNG					1	5	50 000
7	Skweel II	Lineman	7	3	3	7	1 Ni	MNG							50 000
8	Claw	Lineman	7	4	3	7	Block, Frenzy, +1 St			1		7	3	32	140 000
9	Tolak	Lineman	7	3	3	7	Kick					1	2	12	70 000
10	Skrit	Gutter Runner	9	2	4	6	Dodge, Weeping Dagger, Block, Side Step, Sure Hands, Fend, Nerves of Steel, -1 Av		21	10		1	6	83	190 000
11	Knicin	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Wrestle, Horns			7			1	26	130 000
12	Qhrikch II	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Block		1	4				13	100 000
13	Kritsskabak	Gutter Runner	10	2	4	7	Dodge, Weeping Dagger, Sprint, Sure Feet, Side Step, Block, Pro*, Fend*, Fan Favourite*, +1 Ma		5	47			2	156	250 000

Total number of players next game: 9/12

Totals (excl TV for MNG players): 29 72 0 12 18 359 1 190 000

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:	1	x	60 000	=	60 000
Fan Factor:	11	x	10 000	=	110 000
Assistant Coaches:	3	x	10 000	=	30 000
Cheerleaders:	3	x	10 000	=	30 000
Apothecary:	1	x	50 000	=	50 000
Treasury:					130 000
Team Value (incl MNGs value):					1 620 000
Induced Value:					0
Match Value (TV for match):					1 470 000

ROSTER BY
08BLM

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