

Race: **Skaven**Team Name: **Chancenlose Unterwelt Bluter**Coach: **Gerhard**

Nr.	Name	Position	max	MA	ST	AG	AV	Skills, Permanent Injuries	Status	CP	TD	IN	CS	VP	SP	Value	
1	"Gruftschänder" Schwar	Linerat	1/16	7	3	3	7	Block, Tackle					1	3	17	90.000	
2	Blaupelz	Linerat	2/16	8	3	3	7	MA+					1	1	7	80.000	
3	Rotpelz	Linerat	3/16	7	3	3	7							0	50.000		
4	Graupelz	Linerat	4/16	7	3	3	7	Block						2	10	70.000	
5	Grünpelz	Linerat	5/16	7	3	3	7							0	50.000		
6	Keinpelz	Linerat	6/16	7	3	3	7	Block					1	1	7	70.000	
7																	
8	Miky Leierarm	Thrower	1/2	7	3	3	7	Pass, Sure Hands, Accurate		12					12	90.000	
9	Mini Schrägauge	Thrower	2/2	7	3	3	7	Pass, Sure Hands, Accurate, Kick		7				2	17	110.000	
10	Laggy Langschwanz	Gutter Runner	1/4	9	2	4	7	Dodge, Catch		2	4				14	100.000	
11	Fraz Flinkfuß	Gutter Runner	2/4	9	2	4	7	Dodge, Two Heads			2				6	110.000	
12	Zumi Zystenarm	Gutter Runner	3/4	9	2	4	7	Dodge, Side Step		3	2			1	14	100.000	
13	Squil Schrumpfkopf	Gutter Runner	4/4	9	2	4	7	Dodge, Leap, Very Long Legs, Sprint		5	7			4	46	150.000	
14	Nagrud Hammereisen	Blitzer	1/2	7	4	3	8	Block, Guard, ST+					1	3	17	160.000	
15	Durgan Eisenhammer	Blitzer	2/2	7	3	3	8	Block, Guard					2	1	9	110.000	
16																	
Total Players (next game): 14/16										Total:	29	15	0	6	18	176	1.340.000

Induced Stars and Mercenaries
max MA ST AG AV Skills

Total Induced Players: 0 / 2

Inducements (next game only)

Bloodweiser Babes (0-2):	0	x	50.000			
Bribes (0-3):	0	x	100.000			
Extra Training (0-4):	0	x	100.000			
Halfling Master Chef (0-1):	0	x	300.000			
Wandering Apothecaries (0-2):	0	x	100.000			
Wizard (0-1):	0	x	150.000			
Igor (0-1):	0	x	100.000			
Budget for cards:			0			
Total for Induced Stars and Mercenaries:			0			

Permanent

Re-Rolls:	4	x	60.000	=	240.000
Fan Factor:	7	x	10.000	=	70.000
Assistant Coaches:	0	x	10.000	=	0
Cheerleaders:	0	x	10.000	=	0
Apothecary:	1	x	50.000	=	50.000
Treasury:			180.000		

Team Value: 1.700.000
Induced Value: 0
Match Value: 1.700.000

Race: **Khemri**Team Name: **Anubis Heker Kem-Sebas**Coach: **Bernd**

Nr.	Name	Position	max	MA	ST	AG	AV	Skills, Permanent Injuries	Status	CP	TD	IN	CS	VP	SP	Value	
1	Skel-Ton-Wa	Skeleton	1/16	5	3	2	7	Regeneration, Thick Skull							0	40.000	
2	Skel-Ton-Senu	Skeleton	2/16	5	3	2	7	Regeneration, Thick Skull					1		2	40.000	
3	Skel-Ton-Chemet	Skeleton	3/16	5	3	2	7	Regeneration, Thick Skull							0	40.000	
4	Skel-Ton-Fedu	Skeleton	4/16	5	3	2	7	Regeneration, Thick Skull						1	5	40.000	
5	Skel-Ton-Diu	Skeleton	5/16	5	3	2	7	Regeneration, Thick Skull							0	40.000	
6	Skel-Ton-Seresu	Skeleton	6/16	5	3	2	7	Regeneration, Thick Skull						1	5	40.000	
7	Thro-Re-Wa	Thro-Ra	1/2	6	3	2	7	Sure Hands, Pass, Regeneration			1				3	70.000	
8	Blitz-Amun-Wa	Blitz-Ra	1/2	6	3	2	8	Block, Regeneration						1	5	90.000	
9	Blitz-Amun-Sensu	Blitz-Ra	2/2	6	3	2	8	Block, Regeneration							0	90.000	
10	Tom-Ga-Hotep-Wa	Tomb Guardian	1/4	4	5	1	9	Decay, Regeneration			1		1		5	100.000	
11	Tom-Ga-Hotep-Senu	Tomb Guardian	2/4	4	5	1	9	Decay, Regeneration							0	100.000	
12	Tom-Ga-Hotep-Chemet	Tomb Guardian	3/4	4	5	1	9	Decay, Regeneration							0	100.000	
13	Thro-Re-Senu	Thro-Ra	2/2	6	3	2	7	Sure Hands, Pass, Regeneration							0	70.000	
14																	
15																	
16																	
Total Players (next game): 13/16										Total:	0	2	0	2	3	25	860.000

Induced Stars and Mercenaries

max MA ST AG AV Skills

Total Induced Players: 0 / 3

Inducements (next game only)

Bloodweiser Babes (0-2):	0	x	50.000			
Bribes (0-3):	0	x	100.000			
Extra Training (0-4):	0	x	100.000			
Halfling Master Chef (0-1):	0	x	300.000			
Wandering Apothecaries (0-2):	0	x	100.000			
Wizard (0-1):	0	x	150.000			
Igor (0-1):	0	x	100.000			
Budget for cards:			0			
Total for Induced Stars and Mercenaries:			0			

Permanent

Re-Rolls:	3	x	70.000	=	210.000
Fan Factor:	5	x	10.000	=	50.000
Assistant Coaches:	0	x	10.000	=	0
Cheerleaders:	0	x	10.000	=	0
Apothecary:	0	x	50.000	=	0
Treasury:			30.000		

Team Value: 1.120.000**Induced Value: 0****Match Value: 1.120.000**

Race: **Lizardmen**Team Name: **Komodo Kommando**Coach: **Fabian**

Nr.	Name	Position	max	MA	ST	AG	AV	Skills, Permanent Injuries	Status	CP	TD	IN	CS	VP	SP	Value	
1	Xlathlann	Saurus	1/6	6	4	1	9								0	80.000	
2	Xlathltosh	Saurus	0/6	6	4	1	9		MNG						0	0	
3	Xlathlash	Saurus	2/6	6	4	1	9	Block					2	1	9	100.000	
4	Xlathltotl	Saurus	3/6	6	4	1	9	Block					1	1	7	100.000	
5	Tlacoapan	Skink	1/16	8	2	3	7	Dodge, Stunty, Sure Hands			2				6	90.000	
6	Tlacoel	Skink	2/16	8	2	3	7	Dodge, Stunty, Sure Feet			1			1	8	80.000	
7	Tlacoani	Skink	3/16	8	2	3	7	Dodge, Stunty, Sure Feet			2				6	80.000	
8	Tlacomecac	Skink	4/16	8	2	3	7	Dodge, Stunty, Sure Hands			2				6	90.000	
9	Tlacoualtin	Skink	5/16	8	2	3	7	Dodge, Stunty, Catch			4				12	80.000	
10	Tlacotemi	Skink	6/16	8	2	4	7	Dodge, Stunty, AG+			1			1	8	100.000	
11	Tlacotitlan	Skink	7/16	8	2	3	7	Dodge, Stunty						1	5	60.000	
12	Xlathlsuma	Saurus	4/6	6	4	1	9	Nigging Injury							0	80.000	
13	Xlathlpek	Saurus	5/6	6	4	1	9								0	80.000	
14	Tlacoeren	Skink	8/16	8	2	3	7	Dodge, Stunty							0	60.000	
15																	
16																	
Total Players (next game): 13/16										Total:	0	12	0	3	5	67	1.080.000

Induced Stars and Mercenaries

max MA ST AG AV Skills

Total Induced Players: 0 / 3

Inducements (next game only)

Bloodweiser Babes (0-2):	0	x	50.000			
Bribes (0-3):	0	x	100.000			
Extra Training (0-4):	0	x	100.000			
Halfling Master Chef (0-1):	0	x	300.000			
Wandering Apothecaries (0-2):	0	x	100.000			
Wizard (0-1):	0	x	150.000			
Igor (0-1):	0	x	100.000			
Budget for cards:			0			
Total for Induced Stars and Mercenaries:			0			

Permanent

Re-Rolls:	4	x	60.000	=	240.000
Fan Factor:	9	x	10.000	=	90.000
Assistant Coaches:	0	x	10.000	=	0
Cheerleaders:	0	x	10.000	=	0
Apothecary:	1	x	50.000	=	50.000
Treasury:			50.000		

Team Value: 1.460.000**Induced Value: 0****Match Value: 1.460.000**

Race: **Orc**Team Name: **Die Vielfraße**Coach: **Anton**

Nr.	Name	Position	max	MA	ST	AG	AV	Skills, Permanent Injuries	Status	CP	TD	IN	CS	VP	SP	Value	
1	Jup	Black Orc Blocker	1/4	4	4	2	9						2		4	80.000	
2	Haskeer	Black Orc Blocker	2/4	4	4	2	9								0	80.000	
3	Stryke	Blitzer	1/4	6	3	3	9	Block, Mighty Blow			1			1	8	100.000	
4	Alfray	Blitzer	2/4	6	3	3	9	Block							0	80.000	
5	Bruz	Thrower	1/2	5	3	3	8	Pass, Sure Hands		1					1	70.000	
6	Mashrogg	Thrower	2/2	5	3	3	8	Pass, Sure Hands							0	70.000	
7	Morbis	Lineorc	1/16	5	3	3	9								0	50.000	
8	Meshgrimm	Lineorc	2/16	5	3	3	9								0	50.000	
9	Hackebeil	Lineorc	3/16	5	3	3	9								0	50.000	
10	Onkel Tom	Lineorc	4/16	5	3	3	9	Dirty Player					1	1	7	70.000	
11	Fabian	Lineorc	5/16	5	3	3	9						1		2	50.000	
12		Black Orc Blocker	3/4	4	4	2	9								0	80.000	
13																	
14																	
15																	
16																	
Total Players (next game): 12/16										Total:	1	1	0	4	2	22	830.000

Induced Stars and Mercenaries	max	MA	ST	AG	AV	Skills
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Total Induced Players: 0 / 4

Inducements (next game only)																
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Bloodweiser Babes (0-2): 0 x 50.000

Bribes (0-3): 0 x 100.000

Extra Training (0-4): 0 x 100.000

Halfling Master Chef (0-1): 0 x 300.000

Wandering Apothecaries (0-2): 0 x 100.000

Wizard (0-1): 0 x 150.000

Igor (0-1): 0 x 100.000

Budget for cards: 0

Total for Induced Stars and Mercenaries: 0

Permanent																
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Re-Rolls: 4 x 60.000 = 240.000

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: 0

Team Value: 1.170.000**Induced Value: 0****Match Value: 1.170.000**