Fujitsu Ratiers

Race: Skaven

Head Coach: kevin

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Tatakitukae	Rat Ogre	5	5	1	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal, Juggernaut, Break Tackle, Claw/Claws, -1 Ma, -1 Ag					10	2	32	220 000
3	Telatoko	Lineman	7	3	3	7							1	5	50 000
5	Matatutyo	Lineman	7	3	3	7						2		4	50 000
6	Yokituaya	Lineman	7	3	3	7	Dirty Player, Wrestle					3	3	18	90 000
7	Yotimato	Blitzer	7	3	3	8	Block					1		2	90 000
8	Muraito	Blitzer	7	3	3	7	Block, Mighty Blow, Piling On, -1 Av					9		21	130 000
9	Fujidaki	Gutter Runner	10	2	4	7	Dodge, Sprint, Sure Feet, Catch, +1 Ma, 1 Ni		4	17			1	60	170 000
10	Nimetokis	Gutter Runner	9	2	4	7	Dodge, Kick, Block, Side Step		2	6		1	2	31	140 000
11	Ishikoro	Gutter Runner	9	2	5	7	Dodge, Block, +1 Ag		5	4		1	1	24	140 000
12	Nopiyame	Gutter Runner	9	2	4	7	Dodge								80 000
13	Haitoiyo	Lineman	7	3	3	7	Wrestle		1			4	1	13	70 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 12 27 0 31 11 210 1 230 000

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:			

ROSTER BY OBBLM

Team Goods

Rerolls:	3	x	60 000	=	180 000
Fan Factor:	6	x	10 000	=	60 000
Assistant Coaches:	0	x	10 000	=	0
Cheerleaders:	0	x	10 000	=	0
Apothecary:	1	x	50 000	=	50 000
Treasury:					40 000
Team Value (incl MNGs value):					**1 520 000**
Induced Value:					**0**
Match Value (TV for match):					**1 520 000**

MNG · Journeyman · Used journeyman · New skill available · Stat upgrade · Stat downgrade

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