

Fiese Frankenthaler

Race: Goblin

Head Coach: Zoesky

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty		0	0	0	0	0	0	40 000
2	Unnamed	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty		0	0	0	0	0	0	40 000
3	Unnamed	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty		0	0	0	0	0	0	40 000
4	Unnamed	Goblin	6	2	3	6	Dodge, Right Stuff, Stunty, -1 Av	MNG	0	0	0	0	0	0	40 000
5	Unnamed	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty		0	0	0	0	0	0	40 000
6	Unnamed	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty		0	0	0	0	0	0	40 000
7	Unnamed	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty		0	0	0	0	0	0	40 000
8	Unnamed	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty, 1 Ni	MNG	0	0	0	0	0	0	40 000
9	Unnamed	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty		0	0	0	0	0	0	40 000
11	Unnamed	Pogoer	6	2	3	7	Dodge, Leap, Stunty, Very Long Legs, -1 Ma	MNG	0	0	0	0	0	0	70 000
12	Unnamed	Fanatic	3	7	3	7	Ball & Chain, No Hands, Secret Weapon, Stunty		0	0	0	0	1	5	70 000
13	Unnamed	Looney	6	2	3	7	Chainsaw, Secret Weapon, Stunty		0	0	0	0	0	0	40 000
14	Unnamed	Bombardier	6	2	3	7	Bombardier, Dodge, Secret Weapon, Stunty		0	0	0	0	0	0	40 000
15	Unnamed	Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate		0	0	0	0	0	0	110 000
16	Unnamed	Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate		0	0	0	0	0	0	110 000

Total number of players next game: 12/15

Totals (excl TV for MNG players): 0 0 0 0 1 5 650 000

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 50 000
 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
 Gate:
 FAME:

Team Goods

Rerolls: 4 x 60 000 = 240 000
 Fan Factor: 0 x 10 000 = 0
 Assistant Coaches: 1 x 10 000 = 10 000
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 0 x 50 000 = 0
 Treasury: 0
Team Value: 900 000
Induced Value: 0
Match Value (TV for match): 900 000

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