

# Heidelberger Gladiators

Race: Goblin

Head Coach: Dennis

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Jumplin	Pogoer	7	2	4	7	Dodge, Leap, Stunty, Very Long Legs, +1 Ag		0	1	0	1	1	10	110 000
2	Crash McSmash	Fanatic	3	7	3	7	Ball & Chain, No Hands, Secret Weapon, Stunty		0	0	0	0	0	0	70 000
3	Steve Bombs	Bombardier	6	2	3	7	Bombardier, Dodge, Secret Weapon, Stunty		0	0	0	0	0	0	40 000
4	Gitz the Blitz	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty		0	0	0	0	0	0	40 000
5	Gitz the Fodder	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty		0	1	0	0	0	3	40 000
6	Gitz the Tamer	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty		1	0	0	0	0	1	40 000
9	Snock	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty		0	0	0	1	0	2	40 000
10	Snirk	Goblin	6	1	3	7	Dodge, Right Stuff, Stunty, -1 St	MNG	0	0	0	0	0	0	40 000
11	Snille	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty		0	0	0	0	0	0	40 000
12	Mr. T	Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate		0	0	0	0	1	5	110 000
13	Nubbel	Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate		0	0	0	0	0	0	110 000
14	Gitz of (S)laughter	Looney	6	2	3	7	Chainsaw, Secret Weapon, Stunty		0	0	0	0	0	0	40 000

Total number of players next game: 11/12

Totals (excl TV for MNG players): 1 2 0 2 2 21 680 000

## 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: 1 x 10 000 = 10 000  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 1 x 50 000 = 50 000  
 Treasury: 10 000  
**Team Value: 980 000**  
**Induced Value: 0**  
**Match Value (TV for match): 980 000**

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