

Comic Relief

Race: Chaos Dwarf

Head Coach: Willi

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Fat Freddy	Bull Centaur	6	4	2	9	Sprint, Sure Feet, Thick Skull, Break Tackle, Block, Sure Hands		0	6	0	0	4	38	190 000
2	Phineas Freak	Bull Centaur	6	4	2	9	Sprint, Sure Feet, Thick Skull, Block, Break Tackle, Mighty Blow		0	5	0	2	3	34	190 000
3	Freewheelin' Franklin	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard, Mighty Blow	MNG	0	0	0	5	2	20	110 000
4	Der Notorische Norbert	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow	MNG	0	0	0	4	0	8	90 000
5	Dealer McDope II	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull		0	0	0	0	0	0	70 000
6	Country Cowfreak	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow, Guard		0	0	0	9	2	28	110 000
7	Fat Freddy's Cat	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard		0	0	0	1	1	7	90 000
9	William Dalton	Hobgoblin	6	3	3	7	Block		0	1	0	2	1	12	60 000
10	Jack Dalton III	Hobgoblin	6	3	3	7	Dirty Player		2	0	0	0	1	7	60 000
11	Averell Dalton	Hobgoblin	6	3	3	7	Wrestle		0	3	1	2	0	15	60 000
12	Governor Rodney Richpigg	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow, Guard		0	0	0	6	2	22	110 000
16	Wunderwarzenschwein	Minotaur	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal		0	0	0	0	1	5	150 000

Total number of players next game: 10/12

Totals (excl TV for MNG players): 2 15 1 31 17 196 1 090 000

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
 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: 3 x 70 000 = 210 000
 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: 170 000
Team Value: 1 420 000
Induced Value: 0
Match Value (TV for match): 1 420 000

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