

1. FC FACEKICK

Race: Goblin

Head Coach: Bernhard

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Matscher Junior	Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate, Break Tackle, Guard		0	0	0	1	3	17	150 000
3	Knochenkratzer	Looney	6	2	3	7	Chainsaw, Secret Weapon, Stunty, Dodge, Block		0	0	0	1	5	27	90 000
4	KlatschundMatsch	Fanatic	3	7	3	7	Ball & Chain, No Hands, Secret Weapon, Stunty		0	0	0	0	0	0	70 000
5	Pogopaul von Sacksau	Pogoer	7	2	3	6	Dodge, Leap, Stunty, Very Long Legs, Side Step, Sure Feet, -1 Av		0	4	0	0	1	17	110 000
6	RumsBums	Bombardier	6	2	3	7	Bombardier, Dodge, Secret Weapon, Stunty		0	0	0	0	0	0	40 000
7	Kleener Manfred	Doom Diver	6	2	3	7	Right Stuff, Stunty, Swoop, Dodge		0	0	0	1	2	12	80 000
8	Kevin	Ooligan	7	2	3	7	Disturbing Presence, Dodge, Fan Favorite, Right Stuff, Stunty, +1 Ma		1	0	0	1	1	8	100 000
11	Wadenbeißer	Goblin	6	1	3	7	Dodge, Right Stuff, Stunty, -1 St		0	0	0	1	0	2	40 000
12	Kollege vom Klötenknuddle	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty		0	2	0	0	0	6	40 000
13	Beavis the Butt-Head	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty		0	0	0	0	0	0	40 000
14	Blödföhn	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty		0	0	0	0	0	0	40 000
15	Sacktreter Junior	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty, Side Step		0	2	0	1	0	8	60 000
16	Grabscher	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty		0	0	0	0	0	0	40 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 1 8 0 6 12 97 900 000

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: 6 x 60 000 = 360 000
 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: 30 000
Team Value: 1 370 000
Induced Value: 0
Match Value (TV for match): 1 370 000

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