

Mighty Minions

Race: Dwarf

Head Coach: Tripleskull

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	1	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull, Mighty Blow, Stand Firm, Guard					19	1	43	150 000
2	2	Troll Slayer	6	3	2	8	Block, Dauntless, Frenzy, Thick Skull, Mighty Blow, Stand Firm, +1 Ma			2		12		40	160 000
3	3	Blitzer	6	3	3	9	Block, Thick Skull, Stand Firm, Guard, +1 Ma			6		2	2	42	150 000
4	4	Blitzer	5	3	3	9	Block, Thick Skull, Stand Firm, Guard			5			1	20	120 000
5	Unnamed	Runner	6	3	3	8	Sure Hands, Thick Skull			1				3	80 000
6	6	Runner	6	3	4	8	Sure Hands, Thick Skull, Block, Kick-off Return, Pass, +1 Ag		10	15			2	65	180 000
10	10	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard, Stand Firm					1	2	17	110 000
12	12	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow, Stand Firm			1		4	1	16	110 000
13	13	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow					3	1	11	90 000
14	14	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow, Stand Firm					11	1	27	110 000
15	15	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard, Stand Firm			1		2	2	17	110 000
16	16	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard, Stand Firm			2		5		16	110 000
99	99	Deathroller	4	7	1	10	Loner, Break Tackle, Dirty Player, Juggernaut, Mighty Blow, No Hands, Secret Weapon, Stand Firm, Guard, Diving Tackle			1			3	18	210 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 10 34 0 59 16 335 1 690 000

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 200 000
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 3 x 50 000 = 150 000
 Fan Factor: 10 x 10 000 = 100 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 130 000
Team Value (incl MNGs value): 1 990 000
Induced Value: 0
Match Value (TV for match): 1 990 000

ROSTER BY
OBBLM

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

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