

Knights of the Prolate Spheroid

Race: Brettonia

Head Coach: Guy In Suit

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Sir Dingle	Blitzer	8	3	3	8	Block, Catch, Dauntless, Mighty Blow			2		2	1	15	140 000
2	Sir Frank	Blitzer	8	3	3	8	Block, Catch, Dauntless, Guard, Dodge		1	7				22	170 000
3	Sir Pringle	Blitzer	8	3	3	8	Block, Catch, Dauntless								120 000
4	Sir Wank	Blitzer	8	3	3	8	Block, Catch, Dauntless, Guard			1			1	8	140 000
5	Crimpy, Esq.	Yeoman	6	3	3	8	Wrestle, Guard					1	1	7	90 000
6	Dimply, Esq.	Yeoman	6	3	3	8	Wrestle, Strip Ball		1	1		1	1	11	90 000
7	Stifly, Esq.	Yeoman	6	3	3	8	Wrestle								70 000
8	Grubbly, Esq.	Yeoman	6	3	3	8	Wrestle, Kick					2	1	9	90 000
9	Prole #1	Lineman	6	3	2	7	Fend								40 000
10	Prole #2	Lineman	6	3	2	8	Fend, +1 Av					1	1	7	70 000
11	Prole #3	Lineman	6	3	2	7	Fend								40 000
12	Prole #4	Lineman	6	3	2	7	Fend								40 000
13	Prole #5	Lineman	6	3	2	7	Fend								40 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 2 11 0 7 6 79 1 140 000

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 150 000
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 3 x 60 000 = 180 000
 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: 50 000
Team Value (incl MNGs value): 1 470 000
Induced Value: 0
Match Value (TV for match): 1 470 000

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

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