

Our Gang

Race: Human

Head Coach: RWright

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Stymie	Lineman	6	3	3	8	Wrestle		1				1	6	70 000
2	Chubby	Lineman	6	3	4	8	+1 Ag			1	1		1	10	90 000
3	Pineapple	Lineman	6	3	3	8	Wrestle			1			1	8	70 000
4	Porky	Lineman	6	3	3	8							1	5	50 000
5	Waldo	Lineman	6	3	3	8						2		4	50 000
6	Farina	Lineman	6	3	3	8	Kick		1	2		3		13	70 000
7	Alfalfa	Blitzer	7	3	4	8	Block, +1 Ag		1	2		1	1	14	130 000
8	Buckwheat	Blitzer	7	3	3	8	Block, Guard, Stand Firm						4	20	130 000
9	Spanky	Thrower	6	3	3	8	Sure Hands, Pass, Block, Accurate		15	2				21	110 000
10	Froggy	Catcher	8	2	4	7	Catch, Dodge, Block, +1 Ag		1	7				22	130 000
11	Wheezer	Catcher	7	2	4	7	Catch, Dodge, +1 Ag, -1 Ma		1	3			1	15	110 000
12	Petey	Ogre	5	5	2	9	Loner, Bone-Head, Mighty Blow, Thick Skull, Throw Team-Mate, Guard					4		8	160 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 20 18 1 10 10 146 1 170 000

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 0
- Gate:
- FAME:



Team Goods

- Rerolls: 4 x 50 000 = 200 000
- Fan Factor: 10 x 10 000 = 100 000
- Assistant Coaches: 1 x 10 000 = 10 000
- Cheerleaders: 1 x 10 000 = 10 000
- Apothecary: 1 x 50 000 = 50 000
- Treasury: 240 000
- Team Value (incl MNGs value): 1 540 000**
- Induced Value: 0**
- Match Value (TV for match): 1 540 000**

ROSTER BY
00BLM

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