

Pitti Pitters

Race: Chaos Dwarf

Head Coach: Barbossa

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Illupo	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard, Mighty Blow, Claw		1			5	4	31	140 000
2	Iffalco	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard, Mighty Blow					3	2	16	110 000
3	Iccigniale Due	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull						1	5	70 000
4	Ippesce	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					5	1	15	90 000
5	Ibbecco	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard, Mighty Blow, Claw					13	3	41	140 000
6	Iccavallo	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard, Mighty Blow					2	4	24	110 000
7	Ibbullo	Bull Centaur	6	4	2	9	Sprint, Sure Feet, Thick Skull, Block, Break Tackle, Guard			7		6		33	190 000
8	Innonno	Bull Centaur	6	4	3	9	Sprint, Sure Feet, Thick Skull, Block, +1 Ag			6		2		22	190 000
9	Issecco Due	Hobgoblin	6	3	3	7	Dirty Player		1	1			1	9	60 000
9	Issecco Tre	Hobgoblin	6	3	3	7									40 000
10	Immaggiordomo Due	Hobgoblin	6	3	3	7	Block		1				1	6	60 000
11	Immerda	Hobgoblin	6	3	3	7	Sure Hands, Block, Tackle, Dauntless, Dodge		2	17			6	83	150 000
12	Iddai Tre	Hobgoblin	6	3	3	7									40 000
13	Itteschio Due	Hobgoblin	6	3	3	7			1	1				4	40 000
100	Zoccolo	Minotaur	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Piling On, Stand Firm, Block, Claw					26	1	57	250 000

Total number of players next game: 15/15

Totals (excl TV for MNG players): 6 32 0 62 24 346 1 680 000

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
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 3 x 70 000 = 210 000
 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: 660 000
Team Value (incl MNGs value): 2 060 000
Induced Value: 0
Match Value (TV for match): 2 060 000

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

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