

Miami d_Halflings XII

Race: Halfling

Head Coach: Piske

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	DEEPROOT	Halflinghopeful	5	2	3	6	Dodge, Right Stuff, Stunty					2		4	330 000
2	Unnamed	Treeman	2	6	1	10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate, Timmm-ber!, Block*					2		4	120 000
3	Unnamed	Treeman	2	6	1	10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate, Timmm-ber!, Block*					2		4	120 000
4	Unnamed	Halflinghopeful	5	2	3	6	Dodge, Right Stuff, Stunty, Wrestle*					1		2	30 000
5	Unnamed	Halflinghopeful	5	2	3	6	Dodge, Right Stuff, Stunty, Block*					1		2	30 000
6	Unnamed	Halflinghopeful	5	2	3	6	Dodge, Right Stuff, Stunty, Leader*								30 000
7	Unnamed	Halflinghopeful	5	2	3	6	Dodge, Right Stuff, Stunty, Dirty Player*								30 000
8	Unnamed	Halflinghopeful	5	2	3	6	Dodge, Right Stuff, Stunty, Side Step*								30 000
9	Unnamed	Halflinghopeful	5	2	3	6	Dodge, Right Stuff, Stunty, Side Step*								30 000
10	Unnamed	Halflinghopeful	5	2	3	6	Dodge, Right Stuff, Stunty, Side Step*								30 000
11	Unnamed	Halflinghopeful	5	2	3	6	Dodge, Right Stuff, Stunty, Side Step*								30 000
12	Unnamed	Halflinghopeful	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
13	Unnamed	Halflinghopeful	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
14	Unnamed	Halflinghopeful	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
15	MASTERCHEF	Halflinghopeful	5	2	3	6	Dodge, Right Stuff, Stunty								100 000

Total number of players next game: 15/15

Totals (excl TV for MNG players): 0 0 0 8 0 16 1 000 000

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 100 000
Wandering Apothecaries (0-2): ___ x 100 000
Card budget: x 0
Gate:
FAME:



Team Goods

Rerolls: 2 x 60 000 = 120 000
Fan Factor: 1 x 10 000 = 10 000
Assistant Coaches: 0 x 10 000 = 0
Cheerleaders: 0 x 10 000 = 0
Apothecary: 0 x 50 000 = 0
Treasury: 0
Team Value (incl MNGs value): 1 130 000
Induced Value: 0
Match Value (TV for match): 1 130 000

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

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