

Barely Knights

Race: Human

Head Coach: Emerald

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Sir Emerald	Blitzer	7	2	3	8	Block, Guard, -1 St	MNG		2				6	110 000
2	Sir Sapphire	Blitzer	7	3	3	8	Block, Guard			1		1	2	15	110 000
3	Sir Diamond	Blitzer	7	3	3	8	Block								90 000
4	Sir Amethyst	Blitzer	7	3	3	8	Block						1	5	90 000
5	Squire Raymond	Thrower	6	3	3	7	Sure Hands, Pass, Leader, Accurate, -1 Av		2	1		1	2	17	110 000
6	Squire Thomas	Thrower	6	3	3	8	Sure Hands, Pass, Kick, Kick-Off Return		4	1			2	17	110 000
7	Scout Baldrick	Catcher	8	2	3	7	Catch, Dodge		1					1	60 000
9	Lancelot	Lineman	6	3	3	7	-1 Av	MNG				2		4	50 000
10	Galahad	Lineman	6	3	3	8						1		2	50 000
11	Bedevere	Lineman	6	3	3	8									50 000
12	Percival	Lineman	6	3	3	8									50 000

Total number of players next game: 9/11

Totals (excl TV for MNG players): 7 5 0 5 7 67 720 000

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
 Horatio X Schottenheim (0-1): ___ x 80 000
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 3 x 50 000 = 150 000
 Fan Factor: 7 x 10 000 = 70 000
 Assistant Coaches: 2 x 10 000 = 20 000
 Cheerleaders: 2 x 10 000 = 20 000
 Apothecary: 1 x 50 000 = 50 000
Team Value (incl MNGs value): 1 190 000
Induced Value: 0
Match Value (TV for match): 1 030 000
 Treasury: 70 000

ROSTER BY
OBBLM

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

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