

# 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