

Parravon 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	3	3	8	Block, Guard			2		2		10	110 000
2	Sir Sapphire	Blitzer	7	3	3	8	Block			1				3	90 000
3	Sir Diamond	Blitzer	7	3	3	8	Block		1	1				4	90 000
4	Sir Amethyst	Blitzer	7	3	3	8	Block, Dodge					1	2	12	120 000
5	Squire Raymond	Thrower	6	3	3	8	Sure Hands, Pass, Accurate	MNG	4	1				7	90 000
6	Squire Thomas	Thrower	6	3	3	8	Sure Hands, Pass		1			1		3	70 000
7	Scout Baldrick	Catcher	9	2	3	7	Catch, Dodge, +1 Ma	MNG		1			1	8	90 000
8	Scout Black Adder	Catcher	8	2	3	7	Catch, Dodge, Sure Feet			3				9	80 000
9	Lancelot	Lineman	6	3	3	8	Guard		1				1	6	80 000
10	Galahad	Lineman	6	3	3	8						1		2	50 000
11	Tristan	Lineman	6	3	3	8						1		2	50 000
12	Bedivere	Lineman	6	3	3	8									50 000
13	Udvaribolond	Journeyman	6	3	3	8	Loner								50 000

Total number of players next game: 11/13

Totals (excl TV for MNG players): 7 9 0 6 4 66 840 000

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:

ROSTER BY
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Team Goods

Rerolls: 2 x 50 000 = 100 000
 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
Team Value (incl MNGs value): 1 290 000
Induced Value: 0
Match Value (TV for match): 1 110 000
 Treasury: 70 000

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

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