

# Gobliiiiiiiiiiiiiinok!

Race: Goblin

Head Coach: roante

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	horadrian	Trolls	4	5	1	9	Always Hungry, Loner, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate, Piling On					2	1	9	130 000
2	Krakish	Trolls	4	5	1	9	Always Hungry, Loner, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate, Piling On					2	1	9	130 000
3	Denször	Pogoer	7	2	3	6	Dodge, Leap, Stunty, Very Long Legs, -1 Av			1		1		5	70 000
4	Whirlwindör	Fanatic	3	7	2	7	Ball & Chain, No Hands, Secret Weapon, Stunty, -1 Ag								70 000
5	Krakakakkk	Looney	6	2	3	7	Chainsaw, Secret Weapon, Stunty						1	5	40 000
6	Oups	Bomma	6	2	3	7	Bombardier, Dodge, Secret Weapon, Stunty								40 000
7	Kildarf	Goblins	6	1	3	7	Dodge, Right Stuff, Stunty, -1 St	MNG							40 000
8	Wupsz	Goblins	6	2	2	7	Dodge, Right Stuff, Stunty, -1 Ag								40 000
9	Nyekk	Goblins	6	2	3	7	Dodge, Right Stuff, Stunty			1				3	40 000
10	Khami KZ	Goblins	6	2	3	7	Dodge, Right Stuff, Stunty			1				3	40 000
11	Guvaly	Goblins	6	2	3	7	Dodge, Right Stuff, Stunty						1	5	40 000
12	Röpi	Goblins	6	2	3	7	Dodge, Right Stuff, Stunty								40 000
14	Suttyernyák	Goblins	6	2	3	7	Dodge, Right Stuff, Stunty, Block, 1 Ni			2				6	70 000

Total number of players next game: 12/13

Totals (excl TV for MNG players): 0 5 0 5 4 45 750 000

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 50 000
- 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
- Fink Da Fixer (0-1): \_\_\_ x 50 000
- Card budget: x 0
- Gate: \_\_\_\_\_
- FAME: \_\_\_\_\_



**Team Goods**

- Rerolls: 3 x 60 000 = 180 000
- Fan Factor: 1 x 10 000 = 10 000
- Assistant Coaches: 1 x 10 000 = 10 000
- Cheerleaders: 0 x 10 000 = 0
- Apothecary: 0 x 50 000 = 0
- Team Value (incl MNGs value): 990 000**
- Induced Value: 0**
- Match Value (TV for match): 950 000**
- Treasury: 30 000

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

Please consider donating to the OBBLM project if you enjoy this software and wish to support further development and maintenance. For more information visit nicholasmr.dk