

Wanne Be Demons

Race: Goblin

Head Coach: Drizzt

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Daiki	Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate, Guard					3		6	130 000
2	Rokuro	Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate, Guard					2	1	9	130 000
3	Shinobu III	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty								40 000
4	Kenji II	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty								40 000
5	Kouki	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty			1				3	40 000
6	Akio	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty					1		2	40 000
7	Kurou	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty								40 000
8	Haruki	Pogoer	7	2	3	7	Dodge, Leap, Stunty, Very Long Legs			1			1	8	70 000
9	Katsuo	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty		1	1				4	40 000
10	Hachiro	Fanatic	3	7	3	7	Ball and Chain, No Hands, Secret Weapon, Stunty					1		2	70 000
11	Hideaki	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty			1		1		5	40 000
12	Sora	Looney	6	2	3	7	Chainsaw, Secret Weapon, Stunty, Dodge					1	1	7	60 000
13	Saburo II	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty								40 000
14	Yasu	Bombardier	6	2	3	7	Bombardier, Dodge, Secret Weapon, Stunty						1	5	40 000
15	Hibiki	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty								40 000
16	Daru	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty								40 000

Total number of players next game: 16/16

Totals (excl TV for MNG players): 1 4 0 9 4 51 900 000

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

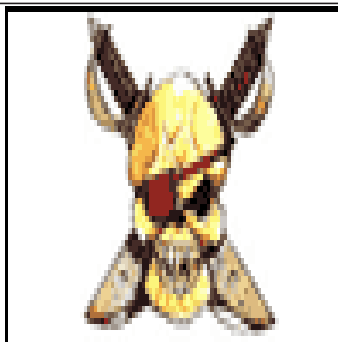
Wizard (0-1): ___ x 150 000

Card budget: x 0

Gate:

FAME:

ROSTER BY
OBBLM



Team Goods

Rerolls: 3 x 60 000 = 180 000

Fan Factor: 2 x 10 000 = 20 000

Assistant Coaches: 0 x 10 000 = 0

Cheerleaders: 0 x 10 000 = 0

Apothecary: 1 x 50 000 = 50 000

Treasury: 50 000

Team Value (incl MNGs value): 1 150 000

Induced Value: 0

Match Value (TV for match): 1 150 000

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

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