

Die Gesellen der KoselbruchmÃ¼hle

Race: Human

Head Coach: Angeblich

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Der Meister	Ogre	5	5	2	9	Loner, Bone Head, Mighty Blow, Thick Skull, Throw Team-Mate								140 000
2	Tonda	Thrower	6	3	3	8	Sure Hands, Pass, Accurate		2				1	7	90 000
3	Krabat	Catcher	8	2	3	7	Catch, Dodge, Sure Feet			2			1	11	90 000
4	Lyschko	Catcher	8	2	3	7	Catch, Dodge								70 000
5	Michal	Blitzer	7	3	3	8	Block, Guard						2	10	110 000
6	Merten	Blitzer	7	3	3	8	Block, Guard		1				1	6	110 000
7	Juro	Blitzer	7	3	3	8	Block, Guard					2	1	9	110 000
8	Kito	Blitzer	7	3	3	8	Block								90 000
9	Androsch	Lineman	6	3	3	8									50 000
10	Lobosch	Lineman	6	3	3	8									50 000
11	Kubo	Lineman	6	3	3	8									50 000
12	Hanzo	Lineman	6	3	3	8									50 000
13	Staschko	Lineman	6	3	3	8			1					1	50 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 4 2 0 2 6 44 1 060 000

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

Wizard (0-1): ___ x 150 000

Card budget: x 0

Gate:

FAME:



Team Goods

Rerolls: 3 x 50 000 = 150 000

Fan Factor: 3 x 10 000 = 30 000

Assistant Coaches: 0 x 10 000 = 0

Cheerleaders: 0 x 10 000 = 0

Apothecary: 0 x 50 000 = 0

Treasury: 40 000

Team Value (incl MNGs value): 1 240 000

Induced Value: 0

Match Value (TV for match): 1 240 000

ROSTER BY
OBBLM

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

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