

The Drunken Brawlers

Race: Dwarf

Head Coach: ody2002

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Herve	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
2	Verne	Blocker	4	3	1	9	Block, Tackle, Thick Skull, -1 Ag								70 000
3	Peter	Blocker	4	3	2	9	Block, Tackle, Thick Skull					2		4	70 000
4	Warwick	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					1	1	7	90 000
5	Kenny	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
6	Miles	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
9	Fidget	Runner	6	3	3	8	Sure Hands, Thick Skull, Block, Dodge		1	3			2	20	130 000
10	Wicket	Runner	6	3	3	8	Sure Hands, Thick Skull, Block			2		1		8	100 000
11	Tattoo	Blitzer	5	3	3	9	Block, Thick Skull, Dodge					1	1	7	110 000
12	Tyrion	Blitzer	5	3	3	9	Block, Thick Skull, Guard		1				1	6	100 000
13	Mini Me	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull, Mighty Blow			1		2	1	12	110 000
14	Willow	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull, Mighty Blow			1		1	1	10	110 000
16	Twinkles	Deathroller	4	7	1	10	Loner, Break Tackle, Dirty Player, Juggernaut, Mighty Blow, No Hands, Secret Weapon, Stand Firm								160 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 2 7 0 8 7 74 1 260 000

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: 4 x 50 000 = 200 000
 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: 210 000
Team Value (incl MNGs value): 1 530 000
Induced Value: 0
Match Value (TV for match): 1 530 000



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

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