

Pfungzig Fiddleheads

Race: Halfling

Head Coach: lemonpips

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Fastred Gaukrogers	Halfling	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
2	Ebbo Langham	Catcher	5	2	3	6	Catch, Dodge, Right Stuff, Sprint, Stunty						1	5	50 000
3	Dudon Dewfoot	Halfling	5	2	3	6	Dodge, Right Stuff, Stunty			1				3	30 000
4	Largo Tinyfoot	Halfling	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
5	Alaric North-Took	Halfling	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
6	Guntram Barrowes	Halfling	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
7	Bildad Fleetfoot	Catcher	6	2	3	6	Catch, Dodge, Right Stuff, Sprint, Stunty, +1 Ma			3				9	80 000
8	Vulmar Finnagund	Halfling	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
9	Britius Smallburrow	Halfling	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
10	Engelbert Townsend	Hefty	5	2	3	7	Dodge, Fend, Stunty, Sure Feet			1			1	8	70 000
13	Omer Leafwalker	Halfling	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
15	Dragon Ash	Treeman	3	6	1	10	Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate, Timmm-ber!, Break Tackle, +1 Ma					2	4	24	170 000
16	Sapstalker	Treeman	2	6	1	10	Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate, Timmm-ber!, Block, Dodge					7	1	19	180 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 0 5 0 9 7 68 790 000

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	100 000
Wandering Apothecaries (0-2):	___ x	100 000
Wizard (0-1):	___ x	150 000
Card budget:	x	0
Gate:		
FAME:		



Team Goods

Rerolls:	2	x	60 000	=	120 000
Fan Factor:	4	x	10 000	=	40 000
Assistant Coaches:	1	x	10 000	=	10 000
Cheerleaders:	1	x	10 000	=	10 000
Apothecary:	1	x	50 000	=	50 000
Treasury:					220 000
Team Value (incl MNGs value):					1 020 000
Induced Value:					0
Match Value (TV for match):					1 020 000



MNG
 Journeyman
 Used journeyman
 New skill available
 Stat upgrade
 Stat downgrade

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