

Gothams Knights

Race: Human

Head Coach: BrentG

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
2	Wruce Bayne	Thrower	7	3	3	8	Sure Hands, Pass, Accurate, +1 Ma		14	1		1		19	120 000
3	Garbara Borden	Catcher	8	2	3	7	Catch, Dodge, Block, Side Step			7				21	100 000
4	Kelena Syle	Catcher	8	2	3	7	Catch, Dodge, Block			3		1		11	80 000
5	Jal Horden	Blitzer	7	3	4	8	Block, Guard, +1 Ag			1		3	2	19	150 000
6	Vic Tor	Blitzer	7	3	3	8	Block					1		2	90 000
7	Klerk cent II	Blitzer	7	3	3	8	Block								90 000
8	Aarry Ballen	Blitzer	7	3	3	8	Block, Guard, Strip Ball					1	4	22	130 000
9	Jose Dorrance	Ogre	5	5	2	9	Loner, Bone-Head, Mighty Blow, Thick Skull, Throw Team-Mate, Guard, Grab					2	3	19	180 000
10	BC Ba-Tawn	Lineman	6	3	3	8	Block						2	10	70 000
11	Bc rifle II	Lineman	6	3	3	8									50 000
12	Bc gunn II	Lineman	6	3	3	8									50 000
13	Bc shield II	Lineman	6	3	3	8									50 000
14	BC light II	Lineman	6	3	3	8									50 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 14 12 0 9 11 123 1 210 000

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
 Halfing 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: 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: 10 000
Team Value (incl MNGs value): 1 430 000
Induced Value: 0
Match Value (TV for match): 1 430 000

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■ MNG ■ Journeyman □ New skill available ■ Stat upgrade ■ Stat downgrade

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