

Pint Sized Pests

Race: Goblin

Head Coach: The Black Knight

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Grog	Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate, Guard, Strong Arm, Block					14	1	33	180 000
3	Snibblet	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty, Side Step, 1 Ni			1			1	8	60 000
4	Speedy	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty, Diving Tackle					3	1	11	60 000
5	Trip	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty					1		2	40 000
6	Grundle	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty, Kick, 1 Ni				1	1	1	9	70 000
7	Sneaky Pip	Goblin	7	2	5	7	Dodge, Right Stuff, Stunty, Kick-Off Return, +1 Ma, +2 Ag		4	16		1	4	74	180 000
8	Zippy	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty					2		4	40 000
9	Zurgle	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty					1		2	40 000
10	Grok	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty								40 000
12	Ooligan	Ooligan	6	2	3	7	Disturbing Presence, Dodge, Right Stuff, Stunty, Fan Favourite, 1 Ni				1	2		7	70 000
13	Flash Danger	Doom Diver	6	2	3	7	Right Stuff, Stunty, Swoop, Catch, Dodge			5			3	30	100 000
14	Zim the Toolman	Looney	6	2	3	7	Chainsaw, Secret Weapon, Stunty								40 000
15	Fandango the Bouncy	Pogoer	7	2	3	7	Dodge, Leap, Stunty, Very Long Legs								70 000
16	Woahwoahwoahwoahspat	Fanatic	4	7	3	7	Ball & Chain, No Hands, Secret Weapon, Stunty, Mighty Blow, Block, Sure Feet, +1 Ma					14	5	53	180 000
88	Ripper	Ripper Bolgrot	4	6	1	9	Loner, Grab, Mighty Blow, Regeneration, Throw Team-Mate, Fan Favourite					4		8	270 000

Total number of players next game: 15/15

Totals (excl TV for MNG players): 4 23 1 43 16 241 1 440 000

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
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	60 000 =	180 000
Fan Factor:	8 x	10 000 =	80 000
Assistant Coaches:	0 x	10 000 =	0
Cheerleaders:	1 x	10 000 =	10 000
Apothecary:	1 x	50 000 =	50 000
Treasury:			450 000
Team Value (incl MNGs value):			1 760 000
Induced Value:			0
Match Value (TV for match):			1 760 000

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OBBLM

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

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