Munchen Haus Murderers

Race: Halfling

Head Coach: Majerus

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Davey "Doughboy" Donuth	Halfling	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
2	Turkee Delight	Halfling	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
3	Hamish the Half-Pound	Halfling	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
4	Bobby Breadbasket	Halfling	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
5	Gilly Gouda	Halfling	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
6	The Full Montague	Halfling	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
7	Fat Bear	Halfling	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
8	Sammy Sausage	Halfling	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
9	Kam Kettlechip	Halfling	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
10	Lord Po' Boy	Halfling	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
11	Bee L. Tee	Halfling	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
12	Korn D'Beef	Halfling	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
13	Roundgarden	Halfling	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
14	Haggis N'Neeps	Halfling	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
15	Douglas Firwood	Treeman	2	6	1	10	Mighty Blow, Stand Firm, Strong Arm, Take Roots, Thick Skull, Throw Team-Mate, Timmm-ber!								120 000
16	Big Maple	Treeman	2	6	1	10	Mighty Blow, Stand Firm, Strong Arm, Take Roots, Thick Skull, Throw Team-Mate, Timmm-ber!								120 000

Total number of players next game: 16/16

Totals (excl TV for MNG players): 0 0 0 0 0 0 660 000

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	0
Card budget:		x	0
Gate:			
FAME:			

ROSTER BY OBBLM

Team Goods

Rerolls:	3	x	60 000	=	180 000
Fan Factor:	6	x	10 000	=	60 000
Assistant Coaches:	0	x	10 000	=	0
Cheerleaders:	0	x	10 000	=	0
Apothecary:	0	x	50 000	=	0
Treasury:					100 000
Team Value (incl MNGs value):					**900 000**
Induced Value:					**0**
Match Value (TV for match):					**900 000**

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

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