

Outlaws

Race: Dwarf

Head Coach: bob

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Jesse James	Blitzer	5	3	3	9	Block, Thick Skull		1					1	80 000
2	Cole Younger	Blitzer	5	3	3	9	Block, Thick Skull								80 000
3	Butch Cassidy	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull								90 000
4	The Sundance Kid	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull								90 000
5	Bob Younger	Runner	6	3	3	8	Sure Hands, Thick Skull								80 000
7	Sam Bass	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
8	John Wesley Hardin	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
9	Black Jack Ketchum	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
10	James B. Miller	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
11	Black Bart	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					1	2	12	90 000
12	Clyde Champion Barrow	Blocker	4	3	2	9	Block, Tackle, Thick Skull					1		2	70 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 1 0 0 2 2 15 860 000

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: 3 x 50 000 = 150 000
- Fan Factor: 1 x 10 000 = 10 000
- 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): 1 020 000**
- Induced Value: 0**
- Match Value (TV for match): 1 020 000**

ROSTER BY
00BLM

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