


#	Player name	Type	MA	ST	AG	AV	Starting skills	Improvements	M	N	stat injuries				Int	Comp	TD	Cas	kills	MVP	SPP	Value
											MA	ST	AG	AV								
1	Kermit's Cousin	Slann Catcher	7	2	4	7	Diving Catch, Leap, Very Long Legs														0	80.000
2	Kermit's Dad	Slann Catcher	7	2	4	7	Diving Catch, Leap, Very Long Legs														0	80.000
3	Kermit's Mum	Slann Lineman	6	3	3	8	Leap, Very Long Legs														0	60.000
4	Kermit's Uncle	Slann Lineman	6	3	3	8	Leap, Very Long Legs														0	60.000
5	Kermit's Nephew	Slann Lineman	6	3	3	8	Leap, Very Long Legs														0	60.000
6	Kermit's Niece	Slann Lineman	6	3	3	8	Leap, Very Long Legs														0	60.000
7	Kermit's Brother	Slann Lineman	6	3	3	8	Leap, Very Long Legs														0	60.000
8	Kermit's Sister	Slann Lineman	6	3	3	8	Leap, Very Long Legs														0	60.000
9	Kermit's Gran	Slann Lineman	6	3	3	8	Leap, Very Long Legs														0	60.000
10	Kermit's Granddad	Slann Blitzzer	7	3	3	8	Diving Tackle, Jump Up, Leap, Very Long Legs														0	110.000
11	Kermit	Kroxigor	6	5	1	9	Loner, Prehensile Tail, Thick Skull, Bonehead, Mighty Blow														0	140.000
12																						
13																						
14																						
15																						
16																						
				VALUE OF AVAILABLE PLAYERS: 830.000																		
		TEAM NAME	<b>Racing Slanntander</b>										RE-ROLLS	2	x	50.000 gp	100.000					
		RACE	Slann										FAN FACTOR	2	x	10.000 gp	20.000					
		HEAD COACH	Peter Damaschek										ASS. COACHES	0	x	10.000 gp	0					
		TEAM VALUE	1.000 000 gp										CHEERLEADERS	0	x	10.000 gp	0					
		TREASURY	0 000 gp										APOTHECARY	1	x	50.000 gp	50.000					
		VALUE OF EXTRAS: 170.000																				

won	tied	lost	statistics	TDs	Cas	BH	SI	Kills	Avg. gate
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4		-	0 - 0	-	-	-	000	
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6		-	0 - 0	-	-	-	000	
7		-	0 - 0	-	-	-	000	
8		-	0 - 0	-	-	-	000	
9		-	0 - 0	-	-	-	000	
10		-	0 - 0	-	-	-	000	
11		-	0 - 0	-	-	-	000	
12		-	0 - 0	-	-	-	000	
13		-	0 - 0	-	-	-	000	
14		-	0 - 0	-	-	-	000	
15		-	0 - 0	-	-	-	000	
16		-	0 - 0	-	-	-	000	
17		-	0 - 0	-	-	-	000	
18		-	0 - 0	-	-	-	000	
19		-	0 - 0	-	-	-	000	
20		-	0 - 0	-	-	-	000	
21		-	0 - 0	-	-	-	000	
22		-	0 - 0	-	-	-	000	
23		-	0 - 0	-	-	-	000	
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25		-	0 - 0	-	-	-	000	
26		-	0 - 0	-	-	-	000	
27		-	0 - 0	-	-	-	000	
28		-	0 - 0	-	-	-	000	
29		-	0 - 0	-	-	-	000	
30		-	0 - 0	-	-	-	000	
31		-	0 - 0	-	-	-	000	
32		-	0 - 0	-	-	-	000	
33		-	0 - 0	-	-	-	000	
34		-	0 - 0	-	-	-	000	







35		-	0-0	-	-	-	000
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45		-	0-0	-	-	-	000
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67		-	0-0	-	-	-	000
68		-	0-0	-	-	-	000
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89		-	0-0	-	-	-	000
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92		-	0-0	-	-	-	000
93		-	0-0	-	-	-	000
94		-	0-0	-	-	-	000
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96		-	0-0	-	-	-	000
97		-	0-0	-	-	-	000
98		-	0-0	-	-	-	000
99		-	0-0	-	-	-	000
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120		-	0-0	-	-	-	000	
121		-	0-0	-	-	-	000	
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123		-	0-0	-	-	-	000	
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126		-	0-0	-	-	-	000	
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141		-	0-0	-	-	-	000	
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144		-	0-0	-	-	-	000	
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## Team Roster

Start out by choosing the team race from the drop down menu.

After that you can add players to the roster - the drop down menus under player type will give you a list of players the cost and re-roll price is also altered according to the chosen race, and the system will know if apothecary is allowed or not.

When choosing a player for your team, all the information for that specific player type will automatically follow - the player's characteristics, the skills and the price are information that will be entered automatically. Star players are eligible.

The cells of the blue (and bluish) colours are the ones, you have to fill in yourself.

Team name, players' names and head coach requires no further explanation, I think. You can also change the roster number.

In the re-rolls, fan factor, assistant coaches, cheerleaders and apothecary cells you should enter a numeric value - and yes, apothecary, but a numeric value is required so simply enter a "1".

Whenever you change a player's achievements (number of TDs, casualties and such), the SPP will be recalculated. The number of named kills is not used in the calculation - that cell is just for the fun of keeping track of how many of the inflicted casualties.

The small column just right of the improvements will show the number of improvements a player is entitled to according to the player's value.

The dark blue column called M is for "miss next match" - write an "M" or whatever you like. By writing anything in this column the player to 0 for next match. Then he doesn't count towards the team's value as he will not be available for the next match. If you write M, the player's value returns to normal.

The column "N" is meant to be the number of niggling injuries.

The four narrow and slightly darker blue columns labelled MA, AG, ST and AV are for stat decreases. If a player loses strength, the ST cell, and the player's stat characteristic will be updated. The system does not take into account that a stat characteristic cannot be more than 2 or go below 1. Star players cannot have their stats modified (a way to make Brick Farth & Grotty's double stats work).

You can enter a customized value modifier for each player. Only write the number of thousands. In the next cell you can enter the player's value.

Further to the right you can choose the players' upgrades. The values will be updated accordingly, as will the characteristics. There is also a cell for you to manually write upgrades (this cell won't affect the player's value).

When filling in the treasury, only write the thousands (the three "0"s are already present in the next cell)

Unfortunately, it is not possible to insert a team badge :-/

## Match History

Again the blue cells are for entering data.

The scores of TD, BH, SI and kills will assume that the first number is your score and the second is your opponent's. So 2-1 means you won while 1-2 means you lost.

When a TD result is entered the system will know the outcome of the match (won/tied/lost) and the statistics will be updated.

