



SKURLING

LEAGUE ROSTER SHEET

Starting budget 1000K. Up to 10 miniatures, five play each match. Write each miniature's role in the Role column.

TEAM NAME

COACH

LEAGUE / SEASON

GOON'S ROSTER

RE-ROLL COST (K)

THE ROSTER														
#	ROLE (write it in)	NAME	RACE / POSITION	MA	ST	PA	AG	AV	SKILLS / TRAITS / ADVANCEMENTS	SPP	LVL	NI	MNG	VALUE
1													☐	
2													☐	
3													☐	
4													☐	
5													☐	
6													☐	
7													☐	
8													☐	
9													☐	
10													☐	

Roster up to 10; fielded five: exactly one Right Stuff (Stooge), at least one Whacker with Throw Team-Mate. NI = niggling injuries. Roll D16 for each Casualty when it happens; tick MNG if the miniature misses the next match.

HEADLINER (from a sponsor: next match only, counts 100K of Team Value)

NAME	RACE	ROLE	MA	ST	PA	AG	AV	SKILLS

SPONSORS (two at most, renewed each season)

1 NAME	GIFT (tool / sideline)
2 NAME	GIFT (tool / sideline)

FANS & TREASURY

Dedicated Fans

1234567

Treasury

Fan Attendance (last match)

TEAM

Team re-rolls

Total miniature value K

Team Value (TV) K

TV excludes inducements and miniatures that miss the next match.

RECORD

Played ____ Won ____ Lost ____

League points ____

Match points for ____ against ____



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LEAGUE LOG & POST-MATCH

One line per match, then the post-match sequence and the SPP list.

TEAM NAME

LEAGUE / SEASON

WEATHER TABLE IN USE (STANDARD, SEASON OR GROUND)

MATCH LOG

#	DATE	OPPONENT (team / coach)	POINTS FOR	POINTS AGAINST	W / L	FA	WINNINGS	MVP	TREASURY	NOTES
1					W L					
2					W L					
3					W L					
4					W L					
5					W L					
6					W L					
7					W L					
8					W L					
9					W L					

POST-MATCH SEQUENCE

- ☐ 1. Winnings: (FA/2 rounded up + arcs scored + 1 if won) x 10K
- ☐ 2. Update Dedicated Fans (winner: D6 >= fans = +1; loser: D6 < fans = -1)
- ☐ 3. Sponsors: D6 + fans (+1 if won) 8+ finds one; renew between seasons
- ☐ 4. Injuries: apply results rolled during the match (MNG, NI, Dead)
- ☐ 5. Player advancement: spend SPP
- ☐ 6. Hire, fire, retire; extra re-rolls cost double
- ☐ 7. Expensive Mistakes if Treasury is 100K or more
- ☐ 8. Update Team Value

SPP YOU EARN

Stooge scores	3 (Stooge)
Final Touch into the end zone	2 (hitter)
Superb Throw (lands safely)	1 + 1 (thrower, Stooge)
Cuddler catches the Stooge	2 (Cuddler)
Ding-dong lands on a defender	+1 (Cuddler)
A defender catches the Stooge	2 (defender)
Casualty from a Block	2 (blocker)
Most Valuable Player	4 (one per match)

ADVANCEMENT COSTS

Lvl	Rnd P	Ch P	Ch S	Rnd C
1	3	6	10	14
2	4	8	12	16
3	6	12	16	20
4	8	16	20	24
5	10	20	24	28
6	15	30	34	38

Rnd/Ch = random/chosen, P/S = Primary/Secondary, C = characteristic

SIDELINES (hire with Treasury gold, one of each; 80K to start; a sponsor's sideline is free)

- ☐ **Pebbler** 30K ☐ **Skip** 25K ☐ **Brushmaster** 30K ☐ **Scribe** 20K ☐ **Drillmaster** 25K ☐ **Mob** 15K
- Once per match, re-roll either Pebblemuck roll.
- Once per match, a Time-Out: one extra attacking turn.
- Once per arc, ignore a push on your Whacker or Goon.
- Once per match, re-roll a Landing event.
- Once per match, a free team re-roll for one arc (declare at its start).
- +1 to your team's Fan Factor.