

Green is Best

Race: Orc

Head Coach: Messor

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Totya	Lineman	5	3	3	9									50 000
3	Brendon	Lineman	5	3	3	9						2		4	50 000
8	MC Hawer	Blitzer	6	3	4	9	Block, Guard, Dodge, +1 Ag		2	9		1		31	170 000
9	Iceberg Slim	Blitzer	6	3	3	9	Block, Guard, Mighty Blow		1	1		1	2	16	120 000
10	Fifty Copper	Blitzer	6	4	3	9	Block, Mighty Blow, +1 St			1		6	2	25	150 000
11	MC Feat	Blitzer	7	3	3	9	Block, Mighty Blow, +1 Ma	MNG		5		5	1	30	130 000
12	OG	Black Orc Blocker	4	4	2	9	Block, Guard					4	2	18	120 000
13	Unnamed	Black Orc Blocker	4	4	2	9	Block, Guard			1	1	4	1	18	120 000
14	Unnamed	Black Orc Blocker	4	4	2	9	Block					2	1	9	100 000
15	Orc of Color	Black Orc Blocker	4	4	2	9	Block			1			1	8	100 000
16	Tiby	Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate, Guard					2	1	9	130 000

Total number of players next game: 10/11

Totals (excl TV for MNG players): 3 18 1 27 11 168 1 110 000

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
 Horatio X Schottenheim (0-1): ___ x 80 000
 Fink Da Fixer (0-1): ___ x 50 000
 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: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
Team Value (incl MNGs value): 1 550 000
Induced Value: 0
Match Value (TV for match): 1 420 000
 Treasury: 480 000

ROSTER BY
OBBLM

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

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