Badmoon Boyz

Race: Orc

Head Coach: Aziraffael

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Mugworth Mughtur	Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate					2		4	110 000
2	Gutskad Badlug	Black Orc Blocker	4	4	2	9						1		2	80 000
3	Gorker Draggaz	Black Orc Blocker	4	4	2	9						1		2	80 000
4	Wazzog Gorkskor	Black Orc Blocker	4	4	2	8	-1 Av	MNG				1		2	80 000
5	Martog Wagazoof	Blitzer	6	3	3	9	Block, Mighty Blow, Guard	MNG		2			3	21	120 000
6	Shakfug Gobworth	Blitzer	6	3	3	9	Block, Tackle, Mighty Blow			2		1	2	18	120 000
7	Mr. White	Journeyman	5	3	3	9	Loner								50 000
8	Mr. Pink	Journeyman	5	3	3	9	Loner								50 000
9	Grubsog Dukafang	Thrower	5	3	3	8	Sure Hands, Pass, Block		5			1	1	12	90 000
10	Snikog Snikkifug	Goblin	6	2	3	7	Right Stuff, Dodge, Stunty								40 000
13	Duffzod Oggog	Black Orc Blocker	4	4	2	9	Block					1	1	7	100 000

Total number of players next game: 9/11

Totals (excl TV for MNG players): 5 4 0 8 7 68 720 000

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:			

ROSTER BY OBBLM



Team Goods

Rerolls:	2	x	60 000	=	120 000
Fan Factor:	4	x	10 000	=	40 000
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):					**1 130 000**
Induced Value:					**0**
Match Value (TV for match):					**930 000**
Treasury:					110 000

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

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