

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:



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

ROSTER BY
OBBLM

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

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