

South of DaBorder

Race: Orc

Head Coach: Fool

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
2	Rex	Black Orc Blocker	4	4	2	9	Block					2	1	9	100 000
3	Tex	Black Orc Blocker	4	4	2	9	Block, Tackle					3	2	16	120 000
5	Mex The Third	Black Orc Blocker	4	4	2	9									80 000
7	Lex	Black Orc Blocker	4	4	2	9	Block, Tackle			1		4	2	21	120 000
11	Jibber	Blitzer	6	3	3	9	Block								80 000
23	Jub	Blitzer	6	3	3	9	Block, Guard			2		2		10	100 000
31	Speck	Thrower	5	3	3	8	Sure Hands, Pass, Kick, 1 Ni		4	1				7	90 000
37	FodderOne	Goblin	6	2	3	7	Right Stuff, Dodge, Stunty, Side Step, Leap		1	6			1	24	80 000
43	FodderThree	Goblin	6	2	3	7	Right Stuff, Dodge, Stunty, Side Step			2				6	60 000
53	FodderFour	Goblin	6	2	3	7	Right Stuff, Dodge, Stunty								40 000
61	Fleck	Thrower	5	3	3	8	Sure Hands, Pass, Accurate		1				1	6	90 000
99	Louis	Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate								110 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 6 12 0 11 7 99 1 070 000

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
 Wizard (0-1): ___ x 150 000
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 4 x 60 000 = 240 000
 Fan Factor: 10 x 10 000 = 100 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 40 000
Team Value (incl MNGs value): 1 460 000
Induced Value: 0
Match Value (TV for match): 1 460 000

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OBBLM

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

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