

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	1	Black Orc Blocker	4	4	2	9	Block					3	1	11	100 000
2	2	Black Orc Blocker	4	4	1	9	Block, -1 Ag	MNG				1	1	7	100 000
3	3	Black Orc Blocker	4	4	2	9	Jump Up					1	1	7	110 000
4	4	Black Orc Blocker	4	4	2	9									80 000
5	5	Blitzer	6	3	3	9	Block, Guard, Dodge			1		4	1	16	130 000
6	6	Blitzer	6	3	3	9	Block								80 000
7	7	Blitzer	6	3	3	9	Block								80 000
8	8	Blitzer	6	3	3	9	Block			1				3	80 000
9	9	Thrower	5	3	4	8	Sure Hands, Pass, Accurate, +1 Ag		1	6			1	24	130 000
10	10	Thrower	5	3	3	8	Sure Hands, Pass, Block			2				6	90 000
11	11	Lineman	5	3	3	9									50 000
12	12	Lineman	5	3	3	9									50 000

Total number of players next game: 11/12

Totals (excl TV for MNG players): 1 10 0 9 5 74 980 000

Induced Stars and Mercenaries	MA	ST	AG	AV	Skills	CP	TD	Int	Cas	MVP	SPP	Value

<p><b>Inducements</b> (for next match)</p> <p>Bloodweiser Babes (0-2): ___ x 50 000</p> <p>Bribes (0-3): ___ x 100 000</p> <p>Extra Training (0-4): ___ x 100 000</p> <p>Halfing Master Chef (0-1): ___ x 300 000</p> <p>Wandering Apothecaries (0-2): ___ x 100 000</p> <p>Wizard (0-1): ___ x 150 000</p> <p>Card budget: x 0</p> <p>Gate:</p> <p>FAME:</p>		<p><b>Team Goods</b></p> <p>Rerolls: 3 x 60 000 = 180 000</p> <p>Fan Factor: 10 x 10 000 = 100 000</p> <p>Assistant Coaches: 0 x 10 000 = 0</p> <p>Cheerleaders: 0 x 10 000 = 0</p> <p>Apothecary: 1 x 50 000 = 50 000</p> <p>Treasury: 130 000</p> <p><b>Team Value (incl MNGs value): 1 410 000</b></p> <p><b>Induced Value: 0</b></p> <p><b>Match Value (TV for match): 1 310 000</b></p>
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ROSTER BY  
**OBBLM**

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