

TMNT

Race: Khamul

Head Coach: Khamul

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Michelangelo	acatcher	7	2	4	7	Diving Catch, Leap, Very Long Legs, Dodge		2				1	7	100 000
2	Raffaello	Catcher	8	2	3	7	Catch, Dodge, Sprint, Wrestle, Nerves of Steel, -1 Ag			2			2	16	140 000
3	Leonardo	Blitzer	7	4	4	8	Block, Dodge, Strip Ball, +1 St		2	7		1	2	35	190 000
4	Donatello	Skink	8	2	3	7	Dodge, Stunty								60 000
5	Shredder	Minotaur	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Claw					7	1	19	170 000
6	Bebop	Ogre	5	5	2	9	Bone Head, Mighty Blow, Thick Skull, Throw Team-Mate, Guard					6		12	160 000
7	Splinter	Rat Ogre	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal, Guard, Juggernaut					4	3	23	190 000
8	Tokka	Black Orc Blocker	4	4	2	9	1 Ni								80 000
9	Casey Jones	Zombie	4	3	2	8	Regeneration								40 000
10	Unnamed	amazoncatcher	6	3	3	7	Dodge, Catch								70 000
11	Karai	Thrower	5	3	3	7	Block, Pass, -1 Ma, 1 Ni	MNG				1		2	70 000

Total number of players next game: 10/11

Totals (excl TV for MNG players): 4 9 0 19 9 114 1 200 000

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
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 3 x 60 000 = 180 000
 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
 Treasury: 70 000
Team Value (incl MNGs value): 1 540 000
Induced Value: 0
Match Value (TV for match): 1 470 000

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

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