

# Team Assacro

Race: Orc

Head Coach: Nimrod

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Linea 1	Lineman	5	3	3	9									50 000
2	Linea 2	Lineman	5	3	3	9	Block, Guard			5		1		17	100 000
3	Linea 3	Lineman	5	3	3	9	Block			1			1	8	70 000
4	BOB 1	Black Orc Blocker	4	4	2	9	Block, Guard					4	2	18	120 000
5	BOB 2	Black Orc Blocker	4	4	2	9									80 000
6	BOB 3	Black Orc Blocker	4	4	2	9									80 000
7	BOB 4	Black Orc Blocker	4	4	2	9	Block					1	1	7	100 000
8	Blitzer 1	Blitzer	6	3	3	9	Block, Guard, Tackle			2		5	1	21	120 000
9	Blitzer 2	Blitzer	6	3	3	9	Block, Guard			2		2	1	15	100 000
10	Blitzer 3	Blitzer	6	3	3	9	Block, Dodge			2		1	1	13	110 000
11	Blitzer 4	Blitzer	6	3	3	9	Block, Mighty Blow, Tackle			4		5		22	120 000
12	Troll	Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate, Guard					3	1	11	130 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 0 16 0 22 8 132 1 180 000

## 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  
 Halfing 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: 8 x 10 000 = 80 000  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 1 x 50 000 = 50 000  
 Treasury: 320 000  
**Team Value (incl MNGs value): 1 490 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 490 000**

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

Please consider donating to the OBBLM project if you enjoy this software and wish to support further development and maintenance. For more information visit nicholasmr.dk