

Orgrimmar Raiders

Race: Orc

Head Coach: Barbossa

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
2	Menaz	Black Orc Blocker	4	4	2	9	Block			1		2	1	12	100 000
3	Pestav	Black Orc Blocker	4	4	2	9						1		2	80 000
4	Squartan II	Black Orc Blocker	4	4	2	9									80 000
5	Spakkaz	Blitzer	6	3	3	9	Block, Guard, Sure Hands, Dodge			5			1	33	150 000
6	Rompir II	Blitzer	6	3	3	9	Block								80 000
7	Pikkia II (C)	Blitzer	6	3	3	9	Block								80 000
8	Tritak	Blitzer	6	3	3	9	Block, Guard			1		3		9	100 000
13	Tienik II	Lineman	5	3	3	9							1	5	50 000
14	Duraaz	Lineman	5	3	3	9						1		5	50 000
15	Reggir II	Lineman	5	3	3	9	Block, Tackle			1			3	18	90 000
16	Spiah-cci-kha	Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate						1	5	110 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 0 8 0 7 7 89 970 000

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: 4 x 60 000 = 240 000
 Fan Factor: 5 x 10 000 = 50 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 50 000
Team Value (incl MNGs value): 1 310 000
Induced Value: 0
Match Value (TV for match): 1 310 000

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

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