

Scarabei Stercorari

Race: Human

Head Coach: Baafs

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Ogre	5	5	2	9	Loner, Bone Head, Mighty Blow, Thick Skull, Throw Team-Mate, Guard*								140 000
2	Unnamed	Catcher	8	2	3	7	Catch, Dodge								60 000
3	Unnamed	Thrower	6	3	3	8	Sure Hands, Pass, Block*								70 000
4	Unnamed	Lineman	6	3	3	8	Guard*								50 000
5	Unnamed	Lineman	6	3	3	8	Wrestle*								50 000
6	Unnamed	Lineman	6	3	3	8	Guard*								50 000
7	Unnamed	Lineman	6	3	3	8									50 000
8	Unnamed	Lineman	6	3	3	8									50 000
9	Unnamed	Blitzer	7	3	3	8	Block, Guard*								90 000
10	Unnamed	Blitzer	7	3	3	8	Block, Guard*								90 000
11	Unnamed	Blitzer	7	3	3	8	Block, Mighty Blow*								90 000
12	Unnamed	Blitzer	7	3	3	8	Block, Guard*								90 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 0 0 0 0 0 0 0 880 000

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 50 000 = 150 000
Fan Factor: 1 x 10 000 = 10 000
Assistant Coaches: 0 x 10 000 = 0
Cheerleaders: 0 x 10 000 = 0
Apothecary: 1 x 50 000 = 50 000
Treasury: 0
Team Value (incl MNGs value): 1 090 000
Induced Value: 0
Match Value (TV for match): 1 090 000

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

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