Orchidii

Race: Orc

Head Coach: Tava6dio

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Lineman	5	3	3	9									50 000
2	Unnamed	Thrower	5	3	3	8	Sure Hands, Pass, Dump-Off, Accurate		7	5		1		24	110 000
3	Orco 3	Black Orc Blocker	4	4	2	9									80 000
4	Unnamed	Black Orc Blocker	4	4	2	9	Block					2	1	9	100 000
5	Unnamed	Black Orc Blocker	4	4	2	9						2	1	9	80 000
6	Unnamed	Black Orc Blocker	4	4	2	9	Block, Guard					5	2	20	120 000
7	Unnamed	Blitzer	6	3	3	9	Block, Guard			3				9	100 000
8	Unnamed	Blitzer	6	3	3	9	Block, Guard, Mighty Blow			2		3	1	17	120 000
9	Unnamed	Blitzer	6	3	3	9	Block, Mighty Blow, Tackle, Guard		2			10	3	37	140 000
10	Unnamed	Blitzer	6	3	3	9	Block, Tackle, Dodge			1			3	18	130 000
11	Unnamed	Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate								110 000
12	Unnamed	Goblin	6	2	3	7	Right Stuff, Dodge, Stunty								40 000
13	Linea 13	Lineman	5	3	3	9									50 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 9 11 0 23 11 143 1 230 000

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:	2	x	60 000	=	120 000
Fan Factor:	7	x	10 000	=	70 000
Assistant Coaches:	2	x	10 000	=	20 000
Cheerleaders:	2	x	10 000	=	20 000
Apothecary:	0	x	50 000	=	0
Treasury:					130 000
Team Value (incl MNGs value):					**1 460 000**
Induced Value:					**0**
Match Value (TV for match):					**1 460 000**

MNG Journeyman Used journeyman New skill available Stat upgrade Stat downgrade

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