

Green, Mean Blockin' Machine

Race: Orc

Head Coach: Kerans

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Sal "The Pal"	Black Orc Blocker	4	4	2	9									80 000
2	Frankie "Nice Guy"	Black Orc Blocker	4	4	2	9	Block			1		1	1	10	100 000
3	Johnny Two-fists	Black Orc Blocker	4	4	2	9	Block						2	10	100 000
4	Fishy Louie	Black Orc Blocker	4	4	2	9	Block, Side Step					3	2	16	130 000
5	Joey "The Ram"	Blitzer	6	3	3	9	Block, Tackle, Dodge			3		1	1	16	130 000
6	Maronnamia Jack	Blitzer	6	3	3	9	Block, Mighty Blow, Guard			1		6	1	20	120 000
7	Jimmy "The Solver"	Blitzer	6	3	3	9	Block, Guard, Dodge			2		1	2	18	130 000
8	Robbie "Elbow Grease"	Blitzer	6	3	3	9	Block			1				3	80 000
9	Punchy Stu	Lineman	5	3	3	9									50 000
12	Tony "The Mitts"	Thrower	5	3	3	8	Sure Hands, Pass		1	1				4	70 000
47	Fifi	Goblin	6	2	3	7	Right Stuff, Dodge, Stunty, Catch	MNG		2				6	60 000
88	O' Troll 2.0	Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate, Guard					1	1	7	130 000

Total number of players next game: 11/12

Totals (excl TV for MNG players): 1 11 0 13 10 110 1 120 000

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: 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: 100 000
Team Value (incl MNGs value): 1 460 000
Induced Value: 0
Match Value (TV for match): 1 400 000

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

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