

Orange Mecanique

Race: Dwarf

Head Coach: Magikmoon

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Aldridge	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull					2		4	90 000
2	Cyrus	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull, Mighty Blow					2	1	9	110 000
3	Mathew	Runner	6	3	3	8	Sure Hands, Thick Skull, Leader			3		1		11	100 000
4	Phip	Blitzer	5	3	3	9	Block, Thick Skull			1			1	8	80 000
5	Aldric	Blitzer	5	3	4	9	Block, Thick Skull, +1 Ag					1	1	7	120 000
6	Tull	Blocker	4	3	2	9	Block, Tackle, Thick Skull					1		2	70 000
7	Cully	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
8	Hewe	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
9	Andreas	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					2	1	9	90 000
10	Base	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
11	Ichabob	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					1	1	7	90 000
12	Genf	Blocker	4	3	2	9	Block, Tackle, Thick Skull						1	5	70 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 0 4 0 10 6 62 1 030 000

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
 Wizard (0-1): ___ x 200 000
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 2 x 50 000 = 100 000
 Fan Factor: 2 x 10 000 = 20 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 210 000
Team Value (incl MNGs value): 1 200 000
Induced Value: 0
Match Value (TV for match): 1 200 000

ROSTER BY
OBBLM

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

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