

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Arak Skullbreaker	Chaos Warrior	5	4	4	9	Block, +1 Ag		2	2			2	18	160 000
2	Festor Rotbringer	Chaos Warrior	5	4	3	9	Block, Guard			1		2	2	17	140 000
3	Rivious Lashmaster	Chaos Warrior	5	4	2	9	Block, -1 Ag						2	10	120 000
4	E'erthar Planewalker	Chaos Warrior	5	4	3	9	Block			1		1	1	10	120 000
5	Urrik-gor	Beastman	6	3	3	8	Horns								60 000
6	Rog-gor	Beastman	6	3	3	8	Horns, Dodge		2	1			1	10	90 000
7	Brek-gor	Beastman	6	3	3	8	Horns								60 000
8	Nak-gor	Beastman	6	3	3	8	Horns, Block			2				6	80 000
9	Kesh-gor	Beastman	6	4	3	8	Horns, +1 St			2			1	11	110 000
10	Tur-gor	Beastman	6	3	3	8	Horns								60 000
11	Mal-gor	Beastman	6	3	3	8	Horns, Block			1			1	8	80 000
12	Myt-gor	Beastman	6	3	3	8	Horns								60 000
13	Brandy Andt	Minotaur	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Claw, Guard					3	2	16	190 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 4 10 0 6 12 106 1 330 000

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 0

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: 1 x 10 000 = 10 000

Cheerleaders: 1 x 10 000 = 10 000

Apothecary: 1 x 50 000 = 50 000

Treasury: 160 000

Team Value (incl MNGs value): 1 690 000

Induced Value: 0

Match Value (TV for match): 1 690 000

ROSTER BY
OBBLM

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

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