

Blitzburgh Squealers

Race: Orc

Head Coach: horekim

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Jukha	Blitzer	6	3	4	9	Block, Guard, Dodge, +1 Ag		3	7	1	5	1	41	170 000
2	Drutha	Blitzer	6	3	3	9	Block, Guard, Dodge			3		2	1	18	130 000
3	Teldgulg	Blitzer	6	3	3	9	Block, Guard, Tackle, Dodge			4		1	4	34	150 000
4	Omegugh	Blitzer	6	3	3	9	Block, Mighty Blow, Guard	MNG		2		7		20	120 000
5	Squagan	Black Orc Blocker	4	4	2	9	Block					5	1	15	100 000
6	Milug	Black Orc Blocker	4	4	2	9	Block					1	2	12	100 000
7	Tulgan	Black Orc Blocker	4	4	2	9	Block, Guard					7	1	19	120 000
8	Lurbuk	Black Orc Blocker	4	4	2	9	Block					2	1	9	100 000
9	Ruthlessburger	Thrower	5	3	3	8	Sure Hands, Pass, Block, Accurate, Dodge		7	9			3	49	140 000
10	Gujjab	Thrower	6	3	3	8	Sure Hands, Pass, +1 Ma		2				2	12	100 000
11	Dulfish	Lineman	5	3	3	9							1	5	50 000
12	Bugharz	Lineman	5	3	3	9							1	5	50 000
14	Rixigigle	Goblin	6	2	3	7	Right Stuff, Dodge, Stunty						1	5	40 000
16	Troll Polamalú	Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate, Guard, Block, Horns*					7	1	19	160 000

Total number of players next game: 13/14

Totals (excl TV for MNG players): 12 25 1 37 20 263 1 410 000

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
Halfing Master Chef (0-1):	___	x	300 000
Wandering Apothecaries (0-2):	___	x	100 000
Wizard (0-1):	___	x	150 000
Card budget:	x		0
Gate:			
FAME:			

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Team Goods

Rerolls:	4	x	60 000	=	240 000
Fan Factor:	7	x	10 000	=	70 000
Assistant Coaches:	0	x	10 000	=	0
Cheerleaders:	1	x	10 000	=	10 000
Apothecary:	1	x	50 000	=	50 000
Treasury:					180 000
Team Value (incl MNGs value):					1 900 000
Induced Value:					0
Match Value (TV for match):					1 780 000

■ MNG ■ Journeyman □ New skill available ■ Stat upgrade ■ Stat downgrade

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