

Cereal And Water

Race: Ogre

Head Coach: cjhamric

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Huh	Ogre	5	5	2	9	Bone-Head, Mighty Blow, Thick Skull, Throw Team-Mate								140 000
2	Wut	Ogre	5	5	2	9	Bone-Head, Mighty Blow, Thick Skull, Throw Team-Mate, Guard					3		6	160 000
3	Duh	Ogre	5	5	2	9	Bone-Head, Mighty Blow, Thick Skull, Throw Team-Mate, Guard					1	1	7	160 000
4	Hmm	Ogre	5	5	2	9	Bone-Head, Mighty Blow, Thick Skull, Throw Team-Mate, Break Tackle			1		1	1	10	160 000
5	Razz	Snotling	5	1	3	5	Disposable, Dodge, Right Stuff, Side Step, Stunty, Titchy								20 000
6	Tazz	Snotling	5	1	3	5	Disposable, Dodge, Right Stuff, Side Step, Stunty, Titchy								20 000
7	Bazz	Snotling	5	1	3	5	Disposable, Dodge, Right Stuff, Side Step, Stunty, Titchy								20 000
8	Chazz	Snotling	5	1	3	5	Disposable, Dodge, Right Stuff, Side Step, Stunty, Titchy								20 000
9	Fazz	Snotling	5	1	3	5	Disposable, Dodge, Right Stuff, Side Step, Stunty, Titchy								20 000
10	Lazz	Snotling	5	1	3	5	Disposable, Dodge, Right Stuff, Side Step, Stunty, Titchy								20 000
11	Dazz	Snotling	5	1	3	5	Disposable, Dodge, Right Stuff, Side Step, Stunty, Titchy			1				3	20 000
12	Mazz	Snotling	5	1	3	5	Disposable, Dodge, Right Stuff, Side Step, Stunty, Titchy	MNG							20 000
13	Nazz	Snotling	5	1	3	5	Disposable, Dodge, Right Stuff, Side Step, Stunty, Titchy								20 000
14	Vazz	Snotling	5	1	3	5	Disposable, Dodge, Right Stuff, Side Step, Stunty, Titchy								20 000

Total number of players next game: 13/14

Totals (excl TV for MNG players): 0 2 0 5 2 26 800 000

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 150 000
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 3 x 70 000 = 210 000
 Fan Factor: 1 x 10 000 = 10 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 40 000
Team Value (incl MNGs value): 1 090 000
Induced Value: 0
Match Value (TV for match): 1 070 000



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

Please consider donating to the OBBLM project if you enjoy this software and wish to support further development and maintenance. For more information visit nicholasmr.dk