

Mighty Mindless Puppets

Race: Ogre

Head Coach: Alex

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Sam Edi	Ogre	5	5	2	9	Bone head, Mighty Blow, Thick Skull, Throw Team-Mate, Stand Firm, Block		0	0	0	7	1	19	190 000
2	Ogroun	Ogre	5	5	2	9	Bone head, Mighty Blow, Thick Skull, Throw Team-Mate, Break Tackle, Juggernaut		0	0	0	6	1	17	180 000
3	Papa Loco	Ogre	5	5	2	9	Bone head, Mighty Blow, Thick Skull, Throw Team-Mate, Stand Firm, Grab		0	1	0	7	2	27	180 000
4	Herr Ghede	Ogre	5	5	2	9	Bone head, Mighty Blow, Thick Skull, Throw Team-Mate, Break Tackle, Juggernaut, Grab		0	1	1	9	3	38	200 000
5	Simbi	Ogre	5	5	2	9	Bone head, Mighty Blow, Thick Skull, Throw Team-Mate, Grab, Block	MNG	0	0	1	5	2	22	190 000
6	Marinette	Snotling	5	1	3	5	Dodge, Right Stuff, Side Step, Stunty, Titchy, Block		1	3	0	0	1	15	50 000
8	Adjasou	Snotling	5	1	3	5	Dodge, Right Stuff, Side Step, Stunty, Titchy, Sure Feet		2	0	0	1	1	9	40 000
9	Schauinsland	Snotling	5	1	3	5	Dodge, Right Stuff, Side Step, Stunty, Titchy		0	0	0	0	0	0	20 000
10	Kasper	Snotling	5	1	3	5	Dodge, Right Stuff, Side Step, Stunty, Titchy, Sure Feet		0	1	0	0	1	8	40 000
11	Petro	Snotling	5	1	3	5	Dodge, Right Stuff, Side Step, Stunty, Titchy		0	0	0	0	0	0	20 000
13	Molke	Snotling	5	1	3	5	Dodge, Right Stuff, Side Step, Stunty, Titchy		0	0	0	0	0	0	20 000
14	Spucke	Snotling	5	1	3	5	Dodge, Right Stuff, Side Step, Stunty, Titchy		1	0	0	0	0	1	20 000

Total number of players next game: 11/12

Totals (excl TV for MNG players): 4 6 2 35 12 156 960 000

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
 Gate:
 FAME:

Team Goods

Rerolls: 3 x 70 000 = 210 000
 Fan Factor: 4 x 10 000 = 40 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 90 000
Team Value: 1 260 000
Induced Value: 0
Match Value (TV for match): 1 260 000

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