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	8	1	21	190 000
2	Ogroun	Ogre	5	5	2	9	Bone head, Mighty Blow, Thick Skull, Throw Team-Mate, Break Tackle, Juggernaut		0	0	0	8	1	21	180 000
3	Papa Loco	Ogre	4	5	2	9	Bone head, Mighty Blow, Thick Skull, Throw Team-Mate, Stand Firm, Grab, Guard, -1 Ma		0	1	0	7	3	32	200 000
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		0	0	1	6	2	24	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
7	Halbschuh	Snotling	5	1	3	5	Dodge, Right Stuff, Side Step, Stunty, Titchy		0	1	0	0	1	8	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
12	OhneOhr	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, Sprint		1	0	0	0	1	6	40 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 2 7 2 38 14 173 1 170 000

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	
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:					-50 000
Team Value:					**1 470 000**
Induced Value:					**0**
Match Value (TV for match):					**1 470 000**

MNG Journeyman New skill available Stat upgrade Stat downgrade