

8 - Orcusia Darkmoon

Race: Orc

Head Coach: DaniG

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Tuertroll	Troll	4	5	1	9	Solitario, Siempre Hambriento, Golpe Mortifero, Realmente Estupido, Regeneracion, Lanzar compaA±ero de Equipo								110 000
2	Klog	Black Orc Blocker	4	4	2	9						1		2	80 000
3	Morg	Black Orc Blocker	4	4	2	9							1	5	80 000
6	Nurk	Thrower	5	3	3	8	Manos Seguras, Pasar			1				3	70 000
8	Zurbag	Blitzer	6	3	3	9	Placar								80 000
9	Holkuk	Blitzer	6	3	3	9	Placar								80 000
10	Ugrok	Blitzer	6	3	3	9	Placar								80 000
11	Vlog	Blitzer	6	3	3	9	Placar								80 000
12	Tiki	Goblin	6	2	3	7	Agilidad Felina, Esquivar, Escurridizo								40 000
13	Taka	Goblin	6	2	3	7	Agilidad Felina, Esquivar, Escurridizo								40 000
14	Zali	Goblin	6	2	3	7	Agilidad Felina, Esquivar, Escurridizo								40 000
15	Naz	Goblin	6	2	3	7	Agilidad Felina, Esquivar, Escurridizo								40 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 0 1 0 1 1 10 820 000

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:



Team Goods

Rerolls: 2 x 60 000 = 120 000

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: 60 000

Team Value (incl MNGs value): 1 000 000

Induced Value: 0

Match Value (TV for match): 1 000 000



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

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