

#	Player name	Type	MA	ST	AG	AV	Starting skills	Improvements	M	N	stat injuries				Int	Comp	TD	Cas	kills	MVP	SPP	Value																																							
			MA	ST	AG	AV					MA	ST	AG	AV																																															
1	Grom Hellscream	Orc Blitzzer	6	3	3	9	Block	Mighty Blow	1								1	2	1		7	100.000																																							
2	Thrall Thunderhorn	Orc Blitzzer	6	3	3	9	Block	Mighty Blow	1								1			1	8	100.000																																							
3	Badrukk Bone Reaper	Orc Blitzzer	6	3	3	9	Block										1	1			5	80.000																																							
4	Korgath Bladehist	Orc Blitzzer	6	3	3	9	Block	Guard	1								1			1	8	100.000																																							
5	Skogg Schädelknacka	Black Orc	4	4	2	9															0	80.000																																							
6	Ruck Rippenbrecha	Black Orc	4	4	2	9		Block	1									2		1	9	100.000																																							
7	Atulg Armausreissa	Black Orc	4	4	2	9		Block	1									2		1	9	100.000																																							
8	Hulk Hinterntreta	Black Orc	4	4	2	9															0	80.000																																							
9	Da Opfa	Orc Lineman	5	3	3	9															0	50.000																																							
10	Blocka	Orc Lineman	5	3	3	9															0	50.000																																							
11	Deathstroke	Orc Thrower	5	3	4	8	Pass, Sure Hands	Dodge, +AG	2							7	2	1		1	20	140.000																																							
12	Da Neue	Orc Lineman	5	3	3	9												2			4	50.000																																							
13																																																													
14																																																													
15																																																													
16																																																													
										VALUE OF AVAILABLE PLAYERS: 1.030.000																																																			
			TEAM NAME							RE-ROLLS				4	x	60.000 gp	240.000																																												
			RACE				Orc			FAN FACTOR				4	x	10.000 gp	40.000																																												
			HEAD COACH							ASS. COACHES				0	x	10.000 gp	0																																												
			TEAM VALUE				1.360 000 gp			CHEERLEADERS				0	x	10.000 gp	0																																												
			TREASURY				100 000 gp			APOTHECARY				1	x	50.000 gp	50.000																																												
		v 6.2.3																				Made by: Casper Hansen, commish of: www.aosbb.dk																				VALUE OF EXTRAS: 330.000																			

won	tied	lost	statistics	TDs	Cas	BH	SI	Kills	Avg. gate
3	1	1		6 - 3	10 - 2	6 - 0	2 - 2	2 - 0	54 000
60%	20%	20%		1,2 - 0,6	2,0 - 0,4	1,2 - 0,0	0,4 - 0,4	0,4 - 0,0	

		Opponent	TD	Cas	BH	SI	Kills	Gate	Winni
1	tied	The Bones	1 - 1	2 - 0	1 - 0	0 - 0	1 - 0	70 000	10
2	lost	Thenok Predators	0 - 1	0 - 1	0 - 0	0 - 1	0 - 0	60 000	0
3	won	Lothorn Eagles	2 - 0	3 - 0	2 - 0	1 - 0	0 - 0	50 000	10
4	won	Nordland Headcrackers	2 - 1	3 - 1	2 - 0	1 - 1	0 - 0	30 000	10
5	won	Tyrolean Mountain Raiders	1 - 0	2 - 0	1 - 0	0 - 0	1 - 0	60 000	10
6			-	0 - 0	-	-	-	000	
7			-	0 - 0	-	-	-	000	
8			-	0 - 0	-	-	-	000	
9			-	0 - 0	-	-	-	000	
10			-	0 - 0	-	-	-	000	
11			-	0 - 0	-	-	-	000	
12			-	0 - 0	-	-	-	000	
13			-	0 - 0	-	-	-	000	
14			-	0 - 0	-	-	-	000	
15			-	0 - 0	-	-	-	000	
16			-	0 - 0	-	-	-	000	
17			-	0 - 0	-	-	-	000	
18			-	0 - 0	-	-	-	000	
19			-	0 - 0	-	-	-	000	
20			-	0 - 0	-	-	-	000	
21			-	0 - 0	-	-	-	000	
22			-	0 - 0	-	-	-	000	
23			-	0 - 0	-	-	-	000	
24			-	0 - 0	-	-	-	000	
25			-	0 - 0	-	-	-	000	
26			-	0 - 0	-	-	-	000	
27			-	0 - 0	-	-	-	000	
28			-	0 - 0	-	-	-	000	
29			-	0 - 0	-	-	-	000	
30			-	0 - 0	-	-	-	000	
31			-	0 - 0	-	-	-	000	
32			-	0 - 0	-	-	-	000	
33			-	0 - 0	-	-	-	000	
34			-	0 - 0	-	-	-	000	

ings

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kqp

kap

kap

kap

kap

kap

kap

kan

kan

kan

kan

$$\frac{\text{kgp}}{\text{kan}}$$
$$\frac{\text{kgp}}{\text{kan}}$$
$$\frac{\text{kgp}}{\text{kan}}$$
$$\frac{\text{kgp}}{\text{kan}}$$

Kyp

Notes

[illegible]

35		-	0 - 0	-	-	-	000	
36		-	0 - 0	-	-	-	000	
37		-	0 - 0	-	-	-	000	
38		-	0 - 0	-	-	-	000	
39		-	0 - 0	-	-	-	000	
40		-	0 - 0	-	-	-	000	
41		-	0 - 0	-	-	-	000	
42		-	0 - 0	-	-	-	000	
43		-	0 - 0	-	-	-	000	
44		-	0 - 0	-	-	-	000	
45		-	0 - 0	-	-	-	000	
46		-	0 - 0	-	-	-	000	
47		-	0 - 0	-	-	-	000	
48		-	0 - 0	-	-	-	000	
49		-	0 - 0	-	-	-	000	
50		-	0 - 0	-	-	-	000	
51		-	0 - 0	-	-	-	000	
52		-	0 - 0	-	-	-	000	
53		-	0 - 0	-	-	-	000	
54		-	0 - 0	-	-	-	000	
55		-	0 - 0	-	-	-	000	
56		-	0 - 0	-	-	-	000	
57		-	0 - 0	-	-	-	000	
58		-	0 - 0	-	-	-	000	
59		-	0 - 0	-	-	-	000	
60		-	0 - 0	-	-	-	000	
61		-	0 - 0	-	-	-	000	
62		-	0 - 0	-	-	-	000	
63		-	0 - 0	-	-	-	000	
64		-	0 - 0	-	-	-	000	
65		-	0 - 0	-	-	-	000	
66		-	0 - 0	-	-	-	000	
67		-	0 - 0	-	-	-	000	
68		-	0 - 0	-	-	-	000	
69		-	0 - 0	-	-	-	000	
70		-	0 - 0	-	-	-	000	
71		-	0 - 0	-	-	-	000	
72		-	0 - 0	-	-	-	000	

[illegible]

[illegible]

73		-	0-0	-	-	-	000	
74		-	0-0	-	-	-	000	
75		-	0-0	-	-	-	000	
76		-	0-0	-	-	-	000	
77		-	0-0	-	-	-	000	
78		-	0-0	-	-	-	000	
79		-	0-0	-	-	-	000	
80		-	0-0	-	-	-	000	
81		-	0-0	-	-	-	000	
82		-	0-0	-	-	-	000	
83		-	0-0	-	-	-	000	
84		-	0-0	-	-	-	000	
85		-	0-0	-	-	-	000	
86		-	0-0	-	-	-	000	
87		-	0-0	-	-	-	000	
88		-	0-0	-	-	-	000	
89		-	0-0	-	-	-	000	
90		-	0-0	-	-	-	000	
91		-	0-0	-	-	-	000	
92		-	0-0	-	-	-	000	
93		-	0-0	-	-	-	000	
94		-	0-0	-	-	-	000	
95		-	0-0	-	-	-	000	
96		-	0-0	-	-	-	000	
97		-	0-0	-	-	-	000	
98		-	0-0	-	-	-	000	
99		-	0-0	-	-	-	000	
100		-	0-0	-	-	-	000	
101		-	0-0	-	-	-	000	
102		-	0-0	-	-	-	000	
103		-	0-0	-	-	-	000	
104		-	0-0	-	-	-	000	
105		-	0-0	-	-	-	000	
106		-	0-0	-	-	-	000	
107		-	0-0	-	-	-	000	
108		-	0-0	-	-	-	000	
109		-	0-0	-	-	-	000	
110		-	0-0	-	-	-	000	

[illegible]

[illegible]

111		-	0 - 0	-	-	-	000	
112		-	0 - 0	-	-	-	000	
113		-	0 - 0	-	-	-	000	
114		-	0 - 0	-	-	-	000	
115		-	0 - 0	-	-	-	000	
116		-	0 - 0	-	-	-	000	
117		-	0 - 0	-	-	-	000	
118		-	0 - 0	-	-	-	000	
119		-	0 - 0	-	-	-	000	
120		-	0 - 0	-	-	-	000	
121		-	0 - 0	-	-	-	000	
122		-	0 - 0	-	-	-	000	
123		-	0 - 0	-	-	-	000	
124		-	0 - 0	-	-	-	000	
125		-	0 - 0	-	-	-	000	
126		-	0 - 0	-	-	-	000	
127		-	0 - 0	-	-	-	000	
128		-	0 - 0	-	-	-	000	
129		-	0 - 0	-	-	-	000	
130		-	0 - 0	-	-	-	000	
131		-	0 - 0	-	-	-	000	
132		-	0 - 0	-	-	-	000	
133		-	0 - 0	-	-	-	000	
134		-	0 - 0	-	-	-	000	
135		-	0 - 0	-	-	-	000	
136		-	0 - 0	-	-	-	000	
137		-	0 - 0	-	-	-	000	
138		-	0 - 0	-	-	-	000	
139		-	0 - 0	-	-	-	000	
140		-	0 - 0	-	-	-	000	
141		-	0 - 0	-	-	-	000	
142		-	0 - 0	-	-	-	000	
143		-	0 - 0	-	-	-	000	
144		-	0 - 0	-	-	-	000	
145		-	0 - 0	-	-	-	000	
146		-	0 - 0	-	-	-	000	
147		-	0 - 0	-	-	-	000	
148		-	0 - 0	-	-	-	000	

[illegible]

[illegible]

149		-	0 - 0	-	-	-	000	
150		-	0 - 0	-	-	-	000	
151		-	0 - 0	-	-	-	000	
152		-	0 - 0	-	-	-	000	
153		-	0 - 0	-	-	-	000	
154		-	0 - 0	-	-	-	000	
155		-	0 - 0	-	-	-	000	
156		-	0 - 0	-	-	-	000	
157		-	0 - 0	-	-	-	000	
158		-	0 - 0	-	-	-	000	
159		-	0 - 0	-	-	-	000	
160		-	0 - 0	-	-	-	000	
161		-	0 - 0	-	-	-	000	
162		-	0 - 0	-	-	-	000	
163		-	0 - 0	-	-	-	000	
164		-	0 - 0	-	-	-	000	
165		-	0 - 0	-	-	-	000	
166		-	0 - 0	-	-	-	000	
167		-	0 - 0	-	-	-	000	
168		-	0 - 0	-	-	-	000	
169		-	0 - 0	-	-	-	000	
170		-	0 - 0	-	-	-	000	
171		-	0 - 0	-	-	-	000	
172		-	0 - 0	-	-	-	000	
173		-	0 - 0	-	-	-	000	
174		-	0 - 0	-	-	-	000	
175		-	0 - 0	-	-	-	000	
176		-	0 - 0	-	-	-	000	
177		-	0 - 0	-	-	-	000	
178		-	0 - 0	-	-	-	000	
179		-	0 - 0	-	-	-	000	
180		-	0 - 0	-	-	-	000	
181		-	0 - 0	-	-	-	000	
182		-	0 - 0	-	-	-	000	
183		-	0 - 0	-	-	-	000	
184		-	0 - 0	-	-	-	000	
185		-	0 - 0	-	-	-	000	
186		-	0 - 0	-	-	-	000	

[illegible]

[illegible]

187		-	0 - 0	-	-	-	000	
188		-	0 - 0	-	-	-	000	
189		-	0 - 0	-	-	-	000	
190		-	0 - 0	-	-	-	000	
191		-	0 - 0	-	-	-	000	
192		-	0 - 0	-	-	-	000	
193		-	0 - 0	-	-	-	000	
194		-	0 - 0	-	-	-	000	
195		-	0 - 0	-	-	-	000	
196		-	0 - 0	-	-	-	000	
197		-	0 - 0	-	-	-	000	
198		-	0 - 0	-	-	-	000	
199		-	0 - 0	-	-	-	000	
200		-	0 - 0	-	-	-	000	

[illegible]

[illegible]

Team Roster

This roster should be compliant with the rules from the Competition Rules.

Start out by choosing the team race from the drop down menu.

After that you can add players to the roster - the drop down menus under player type will give you a list of players the cost of a re-roll price is also altered according to the chosen race, and the system will know if apothecary is allowed or not.

When choosing a player for your team, all the information for that specific player type will automatically follow - the player's characteristics, the skills and the price are information that will be entered automatically. Star players are eligible.

The cells of the blue (and bluish) colours are the ones, you have to fill in yourself.

Team name, players' names and head coach requires no further explanation, I think. You can also change the roster number.

In the re-rolls, fan factor, assistant coaches, cheerleaders and apothecary cells you should enter a numeric value - and yes, even an apoth, but a numeric value is required so simply enter a "1".

Whenever you change a player's achievements (number of TDs, casualties and such), the SPP will be recalculated. The number of named kills is not used in the calculation - that cell is just for the fun of keeping track of how many of the inflicted casualties.

The small column just right of the improvements will show the number of improvements a player is entitled to according to the team's value.

The dark blue column called M is for "miss next match" - write an "M" or whatever you like. By writing anything in this column, the player to 0 for next match. Then he doesn't count towards the team's value as he will not be available for the next match. After M, the player's value returns to normal.

The column "N" is meant to be the number of niggling injuries.

The four narrow and slightly darker blue columns labelled MA, AG, ST and AV are for stat decreases. If a player loses strength, the ST cell, and the player's stat characteristic will be updated. The system does not take into account that a stat characteristic cannot go below 1. Star players cannot have their stats modified (a way to make Brick Far'th & Grotty's double stats work).

You can enter a customized value modifier for each player. Only write the number of thousands. In the next cell you can enter the player's value.

Further to the right you can choose the players' upgrades. The values will be updated accordingly, as will the characteristics. There is also a cell for you to manually write upgrades (this cell won't affect the player's value).

When filling in the treasury, only write the thousands (the three "0"s are already present in the next cell)

Unfortunately, it is not possible to insert a team badge :-/

Match History

Again the blue cells are for entering data.

The scores of TD, BH, SI and kills will assume that the first number is your score and the second is your opponent's. So 2-1 means you won while 1-2 means you lost.

When a TD result is entered the system will know the outcome of the match (won/tied/lost) and the statistics will be updated.

