

#	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	1	3	1	1	15	100.000
2	Thrall Thunderhorn	Orc Blitzzer	6	3	3	9	Block	Dodge	1								1	2		1	12	110.000
3	Badrukk Bone Reaper	Orc Blitzzer	6	3	3	9	Block	Mighty Blow	1								1	1	1	1	10	100.000
4	Korgath Bladefist	Orc Blitzzer	6	3	3	9	Block														0	80.000
5	Skogg Schädelknacka	Black Orc	4	4	2	9		Block	1									2		1	9	100.000
6	Ruck Rippenbrecha	Black Orc	4	4	2	9															0	80.000
7	Atulg Armausreissa	Black Orc	4	4	2	9		Block	1									1		1	7	100.000
8	Hulk Hintertreta	Black Orc	4	4	2	9															0	80.000
9	Da Opfa	Orc Lineman	5	3	3	9										1					1	50.000
10	Blocka	Orc Lineman	5	3	3	9												1			2	50.000
11	Deathstroke	Orc Thrower	5	3	3	8	Pass, Sure Hands	Leader	1							5	2				11	90.000
12	Da Neue	Orc Lineman	5	3	3	9											1				3	50.000
13	Nasser Stinker	Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate														0	110.000
14																						
15																						
16																						
											VALUE OF AVAILABLE PLAYERS: 1.100.000											
			TEAM NAME		Da Nackig Orks (DNO)				RE-ROLLS				3	x	60.000	gp	180.000					
			RACE		Orc				FAN FACTOR				5	x	10.000	gp	50.000					
			HEAD COACH		Aydrian Ironfist				ASS. COACHES				0	x	10.000	gp	0					
			TEAM VALUE		1.380 000 gp				CHEERLEADERS				0	x	10.000	gp	0					
			TREASURY		60 000 gp				APOTHECARY				1	x	50.000	gp	50.000					
			VALUE OF EXTRAS: 280.000																			
v 6.2.3 Made by Casper Hansen, commish of www.arosbb.dk																						

won	tied	lost	statistics	TDs	Cas	BH	SI	Kills	Avg. gate
1	3	1		6 - 6	10 - 3	4 - 2	4 - 1	2 - 0	54 000
20%	60%	20%		1,2 - 1,2	2,0 - 0,6	0,8 - 0,4	0,8 - 0,2	0,4 - 0,0	

		Opponent	TD	Cas	BH	SI	Kills	Gate	Winni
1	tied	Nordland Headcrackers	1 - 1	1 - 0	0 - 0	0 - 0	1 - 0	50 000	10
2	tied	Warpdust Sniffers	2 - 2	5 - 1	1 - 0	4 - 1	0 - 0	50 000	10
3	lost	Loren Whirlwinds	1 - 2	1 - 0	1 - 0	0 - 0	0 - 0	60 000	0
4	tied	The Bones	1 - 1	1 - 1	1 - 1	0 - 0	0 - 0	70 000	10
5	won	Faule Stinker	1 - 0	2 - 1	1 - 1	0 - 0	1 - 0	40 000	10
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12			-	0 - 0	-	-	-	000	
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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 apothecary, 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.

