

Dreng Samka

Race: Norse

Head Coach: thepiousfool

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Troels Again!	Lineman	6	3	3	7	Block, Tackle, Guard		4	1			2	17	100 000
2	Einar	Lineman	6	2	3	7	Block, Guard, -1 St		2	2		3		14	80 000
3	Gunnar	Lineman	6	4	3	7	Block, Tackle, +1 St, 1 Ni		2	1		3	1	16	120 000
4	Inghard	Lineman	6	3	3	7	Block, Tackle		1	1			1	9	70 000
5	Kolbrandr	Lineman	6	3	3	7	Block, Guard		1				1	6	80 000
6	Arnviör	Lineman	6	3	3	7	Block								50 000
7	Unn	Yhete	5	5	1	8	Loner, Claw, Disturbing Presence, Frenzy, Wild Animal, Mighty Blow, Juggernaut, Guard, Break Tackle, Fan Favourite*			1		19	2	51	250 000
8	Stian	Catcher	7	3	4	7	Block, Dauntless, Dodge, Sure Hands, +1 Ag		6	7		1	3	44	170 000
9	Asger	Catcher	8	3	3	7	Block, Dauntless, Dodge, Sure Hands, +1 Ma		6	7		4	3	50	160 000
10	Vidar Again!	Blitzer	6	3	3	7	Block, Frenzy, Jump Up, Strip Ball		1				1	6	110 000
11	Another Brynjar	Blitzer	6	3	3	7	Block, Frenzy, Jump Up, 1 Ni								90 000
12	Bjarke	Norse Werewolf	6	4	2	8	Frenzy, Block					2	1	9	130 000
13	Hervarör	Norse Werewolf	6	4	2	7	Frenzy, Block, -1 Av					1	2	12	130 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 23 20 0 33 17 234 1 540 000

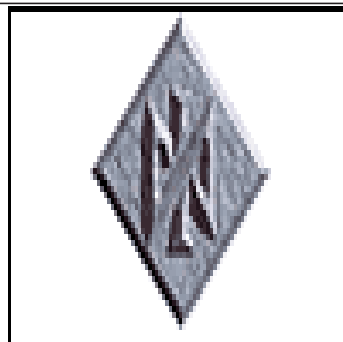
Induced Stars and Mercenaries

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 0
 Gate:
 FAME:



Team Goods

Rerolls: 3 x 60 000 = 180 000
 Fan Factor: 7 x 10 000 = 70 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 70 000
Team Value (incl MNGs value): 1 840 000
Induced Value: 0
Match Value (TV for match): 1 840 000

ROSTER BY
OBBLM

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

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