

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
11	Niels 'Quantum' Bohr	Norse Werewolf	7	4	2	7	Frenzy, Block, Mighty Blow, +1 Ma, -1 Av					11	6	52	180 000
12	H.C. 'Fairy-Tale-This' Ande	Norse Werewolf	6	4	2	8	Frenzy, Block, Guard, Mighty Blow, Tackle			1	1	12	7	64	190 000
31	Mads 'The Cannibal' Mikke	Blitzer	6	3	4	7	Block, Frenzy, Jump Up, Mighty Blow, Guard, Dodge, +1 Ag		1	5	2	12	6	74	200 000
32	Viggo 'Aragorn!' Mortenser	Blitzer	6	3	3	6	Block, Frenzy, Jump Up, Mighty Blow, Tackle, Guard, Dodge, -1 Av			2	1	19	2	56	180 000
41	Bjarne 'The Eagle' Riis III	Catcher	7	3	3	6	Block, Dauntless, Dodge, -1 Av	MNG		2			1	11	110 000
42	Nicholas 'Get Bent' Bendtn	Catcher	8	3	3	7	Block, Dauntless, Sure Hands, Dodge, Tackle, +1 Ma		2	15	1	2	2	63	180 000
71	Karen 'Out of Africa' Blixen	Lineman	6	3	3	7	Block			1		1		5	50 000
72	Tycho 'The Telescope' Bra	Lineman	6	3	3	7	Block, Dirty Player			2				6	70 000
73	Arne 'what-a-nice-chair' Ja	Lineman	6	3	3	7	Block, Dirty Player		1	1	1	1		8	70 000
74	Scarlett 'Half-Danish, still c	Lineman	6	4	3	7	Block, Tackle, +1 St		1	3	2	1	1	21	120 000
75	Soren 'The Philosopher' Kir	Lineman	6	3	4	7	Block, Tackle, +1 Ag			3		1	2	21	110 000
76	Caroline 'Just Hit It' Woznik	Lineman	6	3	3	7	Block			1		1	1	10	50 000
77	Katja 'Save Your Love' Kea	Lineman	6	3	3	7	Block						1	5	50 000
78	Christian 'Here's the Kicker'	Lineman	6	3	3	7	Block								50 000

Total number of players next game: 13/14

Totals (excl TV for MNG players): 5 36 8 61 29 396 1 500 000

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	200 000
Card budget:	x		0
Gate:			
FAME:			



Team Goods

Rerolls:	3	x	60 000	=	180 000
Fan Factor:	9	x	10 000	=	90 000
Assistant Coaches:	1	x	10 000	=	10 000
Cheerleaders:	1	x	10 000	=	10 000
Apothecary:	1	x	50 000	=	50 000
Treasury:					150 000
Team Value (incl MNGs value):					1 950 000
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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