

# Vraccasium Wall

Race: Dwarf

Head Coach: Hegel

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Giselbart Einauge	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					3		6	90 000
2	Gandogar Silberbart II	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
3	Gremdulin Eisenbeiss	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow				1	3		8	90 000
4	Ginsgar Ungewalt	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard				1	4	1	15	90 000
5	Glamdallin Hammerschlag	Blocker	4	3	1	9	Block, Tackle, Thick Skull, Guard, -1 Ag	MNG				5	2	15	90 000
6	Gufgar Ambosskraft II	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow					2	2	14	90 000
7	Tungdil Goldhand	Runner	6	3	4	8	Sure Hands, Thick Skull, Block, +1 Ag		6	5		1		23	140 000
8	Theogil Harthand	Runner	6	4	3	8	Sure Hands, Thick Skull, Block, +1 St		2	3		3	1	22	150 000
9	Bavragor Hammerfaust	Blitzer	6	3	3	9	Block, Thick Skull, Mighty Blow, +1 Ma			2		1	2	18	130 000
10	Beldobin Ambosskraft	Blitzer	5	3	3	9	Block, Thick Skull, Mighty Blow, Tackle, Guard			1	1	6	3	32	140 000
11	Boindil Zweiklinge	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull, Mighty Blow, Strip Ball					8	1	21	130 000
12	Boendal Pinnhand	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull, Mighty Blow					3	1	11	110 000
14	Gunter Axtschwung	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					1	1	7	90 000

Total number of players next game: 12/13

Totals (excl TV for MNG players): 8 11 3 40 14 192 1 320 000

## 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	50 000 =	150 000
Fan Factor:	4 x	10 000 =	40 000
Assistant Coaches:	0 x	10 000 =	0
Cheerleaders:	0 x	10 000 =	0
Apothecary:	1 x	50 000 =	50 000
Treasury:			240 000
<b>Team Value (incl MNGs value):</b>			<b>1 650 000</b>
<b>Induced Value:</b>			<b>0</b>
<b>Match Value (TV for match):</b>			<b>1 560 000</b>

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**OBBLM**

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

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