

Burgman Beard

Race: Dwarf

Head Coach: Cyric

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Svenraz	Blitzer	5	3	3	9	Block, Thick Skull								80 000
2	Svenhk	Runner	6	3	3	8	Sure Hands, Thick Skull		1					1	80 000
3	Teban	Runner	6	3	3	8	Sure Hands, Thick Skull								80 000
4	Svenak	Blitzer	5	3	3	9	Block, Thick Skull								80 000
5	Gulin Stok-Troll	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull						1	5	90 000
6	Grund Thagi-Troll	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull								90 000
7	Skulli	Blocker	4	3	2	9	Block, Tackle, Thick Skull					1		2	70 000
8	Aur	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
9	Haor	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
10	Norlak	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
11	Kradal	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
12	Temp Tempson	Journeyman	4	3	2	9	Block, Tackle, Thick Skull, Loner								70 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 1 0 0 1 1 8 920 000

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 200 000
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 3 x 50 000 = 150 000
 Fan Factor: 0 x 10 000 = 0
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 0 x 50 000 = 0
 Treasury: 10 000
Team Value (incl MNGs value): 1 070 000
Induced Value: 0
Match Value (TV for match): 1 070 000

ROSTER BY
OBBLM

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

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