

Danstown Thunder

Race: Norse

Head Coach: Ravyn

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Njal	Thrower	6	3	3	7	Block, Pass, Sure Hands	MNG	4			1		6	90 000
2	Bjorn	Catcher	7	3	3	7	Block, Dauntless, Dodge, Side Step		1	2		2	1	16	130 000
3	Erik	Catcher	7	3	3	7	Block, Dauntless, Dodge			3			1	14	110 000
4	Ville	Blitzer	6	3	2	7	Block, Frenzy, Jump Up, Strip Ball, -1 Ag	MNG	1			4	1	14	110 000
5	Olaf	Blitzer	6	3	3	7	Block, Frenzy, Jump Up, Strip Ball					2	2	14	110 000
6	Penku	Norse Werewolf	6	4	2	8	Frenzy, Block					2	2	14	130 000
7	Danku	Norse Werewolf	6	4	2	8	Frenzy					1		2	110 000
8	Warm Body 2	Lineman	6	3	3	7	Block, Strip Ball		1			1	1	8	70 000
9	Warm Body 3	Lineman	6	3	3	7	Block								50 000
10	Expendable☐	Lineman	6	3	3	7	Block, Dauntless					1	1	7	70 000
11	Meat	Lineman	6	3	3	7	Block		1			1		3	50 000
12	Warm Body 1	Lineman	6	3	3	7	Block, 1 Ni						1	5	50 000

Total number of players next game: 10/12

Totals (excl TV for MNG players): 8 5 0 15 10 103 880 000

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 60 000 = 180 000
 Fan Factor: 1 x 10 000 = 10 000
 Assistant Coaches: 1 x 10 000 = 10 000
 Cheerleaders: 2 x 10 000 = 20 000
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 130 000
Team Value (incl MNGs value): 1 350 000
Induced Value: 0
Match Value (TV for match): 1 150 000

ROSTER BY
OBBLM

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

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