

Butch City

Race: Dwarf

Head Coach: Pokerface

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	PÃ_lsemanden	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull, Mighty Blow, Piling On					6	2	22	130 000
2	fĩ_!skemanden	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull, Mighty Blow	MNG		1		1	2	15	110 000
3	Medister Jens	Runner	6	3	3	8	Sure Hands, Thick Skull, Block, Fend, Kick-Off Return		1	8		1	2	37	140 000
4	lowfat benny	Runner	6	3	3	8	Sure Hands, Thick Skull			1				3	80 000
5	KÃ_dhakkeren	Blitzer	5	3	3	9	Block, Thick Skull		1	1				4	80 000
6	Tarmslyng Bubber	Blitzer	5	3	3	9	Block, Thick Skull, Guard, Mighty Blow			1		5	3	28	120 000
7	Salami BÃ_rge	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					5	1	15	90 000
8	Skinkemanden	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard			1		3	1	14	90 000
9	Oksen	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard			1		4		11	90 000
10	Koen	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard			1		2	1	12	90 000
11	Ostemanden	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					1	1	7	90 000
12	new guy	Blocker	4	3	2	9	Block, Tackle, Thick Skull				1	1		4	70 000
13	Unnamed	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard		1			1	1	8	90 000
14	los cremos	Deathroller	4	7	1	10	Loner, Break Tackle, Dirty Player, Juggernaut, Mighty Blow, No Hands, Secret Weapon, Stand Firm					2		4	160 000

Total number of players next game: 13/14

Totals (excl TV for MNG players): 3 15 1 32 14 184 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
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	50 000 =	150 000
Fan Factor:	6 x	10 000 =	60 000
Assistant Coaches:	0 x	10 000 =	0
Cheerleaders:	0 x	10 000 =	0
Apothecary:	1 x	50 000 =	50 000
Treasury:			210 000
Team Value (incl MNGs value):			1 690 000
Induced Value:			0
Match Value (TV for match):			1 580 000

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OBBLM

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

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