

Barsling Vikings

Race: Norse

Head Coach: Noble

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Norse Werewolf	6	4	2	8	Frenzy, Block					2	2	14	130 000
2	Unnamed	Norse Werewolf	6	4	2	8	Frenzy, Dodge			3			1	14	140 000
3	Unnamed	Blitzer	6	3	3	7	Block, Frenzy, Jump Up								90 000
4	Unnamed	Blitzer	6	3	3	7	Block, Frenzy, Jump Up					1		2	90 000
5	Unnamed	Yhete	5	5	1	8	Loner, Claw/Claws, Disturbing Presence, Frenzy, Wild Animal								140 000
6	Unnamed	Catcher	7	3	3	7	Block, Dauntless, Dodge		1	3		1		12	110 000
8	Unnamed	Lineman	6	3	3	7	Block, Fend					2	1	9	70 000
9	Unnamed	Lineman	6	3	3	7	Block					1		2	50 000
10	Unnamed	Lineman	6	3	3	7	Block								50 000
11	Unnamed	Journeyman	6	3	3	7	Block, Loner								50 000
12	Unnamed	Lineman	6	3	3	7	Block								50 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 1 6 0 7 4 53 970 000

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 150 000
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 2 x 60 000 = 120 000
 Fan Factor: 3 x 10 000 = 30 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 50 000
Team Value (incl MNGs value): 1 170 000
Induced Value: 0
Match Value (TV for match): 1 170 000

ROSTER BY
OBBLM

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

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