

# Bearded Bruthars Resurrection

Race: Dwarf

Head Coach: goldbaek

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Thormuil Axeshield	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull								90 000
2	Holgar Runebranch	Runner	6	3	3	8	Sure Hands, Thick Skull								80 000
3	Grutgran Duskbraid	Runner	6	3	3	8	Sure Hands, Thick Skull								80 000
4	Dergar Flintspike	Blitzer	5	3	3	9	Block, Thick Skull, Guard*								80 000
5	Huratir Ironbrow	Blitzer	5	3	3	9	Block, Thick Skull, Guard*								80 000
6	Dulir Mountainthane	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard*								70 000
7	Orimuil Brewborn	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard*								70 000
8	Lotgram Goldenbow	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard*								70 000
9	Hadmot Deepbuckle	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard*								70 000
10	Broudurim Oakbelt	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
11	Dhorback Darkmaul	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
12	Borhear Hardarmour	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 0 0 0 0 0 0 0 900 000

## 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: 0 x 10 000 = 0  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 1 x 50 000 = 50 000  
 Treasury: 0  
**Team Value (incl MNGs value): 1 100 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 100 000**

ROSTER BY  
**OBBLM**

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

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