

# Bors

Race: Dwarf

Head Coach: dantes

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Kófaragó Brúni	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard, Mighty Blow					4	2	18	110 000
2	Bajusz Ginnár	Blocker	4	4	2	9	Block, Tackle, Thick Skull, +1 St					1	1	7	120 000
3	Fejszés Brokk	Blocker	4	4	2	9	Block, Tackle, Thick Skull, +1 St		1				1	6	120 000
4	Sörhas Herleif	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard		1			1	1	8	90 000
5	Lobonc Alfrig	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard, Mighty Blow			1		5	3	28	110 000
6	Gránit Boffrak	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
9	Örjöngó Dvalin	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull					1		2	90 000
10	Zord Iváldi	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull, Mighty Blow					4	1	13	110 000
11	Szélvész Frár	Runner	6	3	3	8	Sure Hands, Thick Skull, Block, Tackle, Dodge		2	7		3	2	39	150 000
12	Villám Skirfir	Runner	6	3	3	8	Sure Hands, Thick Skull, Block, Dauntless		2	4		1	2	26	120 000
13	Smaragd Biffur	Blitzer	5	3	3	9	Block, Thick Skull, Guard, Mighty Blow			3		1	1	16	120 000
14	Penge Loffár	Blitzer	5	3	3	9	Block, Thick Skull, Guard			1			1	8	100 000
16	A Halál Kamionja	Deathroller	4	7	1	10	Loner, Break Tackle, Dirty Player, Juggernaut, Mighty Blow, No Hands, Secret Weapon, Stand Firm								160 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 6 16 0 21 15 171 1 470 000

### 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  
 Horatio X Schottenheim (0-1): \_\_\_ x 80 000  
 Card budget: x 0  
 Gate:  
 FAME:



### Team Goods

Rerolls: 3 x 50 000 = 150 000  
 Fan Factor: 8 x 10 000 = 80 000  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 1 x 50 000 = 50 000  
**Team Value (incl MNGs value): 1 750 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 750 000**  
 Treasury: 360 000

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**OBBLM**

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

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