

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Södernhamn	Lineman	6	3	3	7	Block, Tackle					1	1	7	70 000
2	Norsborg II	Lineman	6	3	3	7	Block					1		2	50 000
3	Svalsta II	Lineman	6	3	3	7	Block								50 000
4	Arkelstorp	Lineman	6	3	2	7	Block, Tackle, -1 Ag					2	1	9	70 000
5	Hemnes II	Lineman	6	3	3	7	Block	MNG							50 000
6	Mostorp	Lineman	6	3	3	7	Block								50 000
8	Sandhaug	Catcher	7	3	3	7	Block, Dauntless, Dodge, Sure Hands, Side Step, Fend			17			1	56	170 000
9	Po	Norse Werewolf	6	4	2	8	Frenzy, Guard, Break Tackle, Block*					3	2	16	150 000
10	Grönadal	Norse Werewolf	6	4	2	8	Frenzy, Guard, Mighty Blow, Block*			1		2	2	17	150 000
11	Fyresdal	Blitzer	6	3	3	7	Block, Frenzy, Jump Up, Mighty Blow, Guard			1		1	3	20	130 000
12	Holmsund	Blitzer	6	3	3	7	Block, Frenzy, Jump Up, Mighty Blow, Guard					6	1	17	130 000
13	Hurdal	Yhete	5	5	1	8	Loner, Claw/Claws, Disturbing Presence, Frenzy, Wild Animal, Guard, Juggernaut, Mighty Blow*					10		20	180 000

Total number of players next game: 11/12

Totals (excl TV for MNG players): 0 19 0 26 11 164 1 200 000

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 60 000 = 180 000

Fan Factor: 7 x 10 000 = 70 000

Assistant Coaches: 1 x 10 000 = 10 000

Cheerleaders: 1 x 10 000 = 10 000

Apothecary: 1 x 50 000 = 50 000

Team Value (incl MNGs value): 1 570 000

Induced Value: 0

Match Value (TV for match): 1 520 000

Treasury: 200 000



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