

Fighting Gladiators

Race: Norse

Head Coach: Dirk

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Norse	Yhete	5	5	1	8	Loner, Claw, Disturbing Presence, Frenzy, Wild Animal					1		2	140 000
2	Norse	Blitzer	6	3	3	7	Block, Frenzy, Jump Up, Mighty Blow, Dodge, 1 Ni	MNG		1		5	1	18	140 000
3	Norse	Norse Werewolf	6	4	2	8	Frenzy								110 000
4	Norse	Norse Werewolf	6	4	2	8	Frenzy, Block						2	10	130 000
5	Norse	Catcher	7	3	3	7	Block, Dauntless								90 000
6	Norse	Catcher	7	3	3	7	Block, Dauntless, Dodge			3				9	110 000
7	Norse	Thrower	6	3	3	7	Block, Pass								70 000
8	Norse	Blitzer	6	3	3	7	Block, Frenzy, Jump Up								90 000
10	Norse	Lineman	6	3	3	7	Block								50 000
11	Norse	Lineman	6	3	3	7	Block								50 000
12	Norse	Lineman	6	3	3	7	Block, Tackle					2	1	9	70 000
13	Norse	Lineman	6	3	3	7	Block, Guard					3		6	80 000
14	Norse	Lineman	6	3	3	7	Block					1		2	50 000

Total number of players next game: 12/13

Totals (excl TV for MNG players): 0 4 0 12 4 56 1 040 000

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 0
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 2 x 60 000 = 120 000
 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: 0
Team Value (incl MNGs value): 1 410 000
Induced Value: 0
Match Value (TV for match): 1 270 000

ROSTER BY
OBBLM

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

Please consider donating to the OBBLM project if you enjoy this software and wish to support further development and maintenance. For more information visit nicholasmr.dk