

Iron Peak Smashers

Race: Dwarf

Head Coach: Oliver

| Nr | Name | Position | MA | ST | AG | AV | Skills and Injuries | MNG | CP | TD | Int | Cas | MVP | SPP | Value |
|----|-------------------------|--------------|----|----|----|----|---|-----|----|----|-----|-----|-----|-----|---------|
| 1 | Kadmumlin Windbringer | Blocker | 4 | 3 | 2 | 9 | Block, Tackle, Thick Skull | | | | | | | | 70 000 |
| 2 | Whulgral Ironhead | Blocker | 3 | 3 | 2 | 9 | Block, Tackle, Thick Skull, -1 Ma | | | | | 1 | | 2 | 70 000 |
| 3 | Kheggaed Jadepike | Blocker | 4 | 3 | 2 | 9 | Block, Tackle, Thick Skull | | | | | | | | 70 000 |
| 4 | Mukgrarlig Grumbleminer | Blocker | 4 | 3 | 2 | 9 | Block, Tackle, Thick Skull | | | | | | | | 70 000 |
| 5 | Siloum Underbuckle | Blocker | 4 | 3 | 2 | 9 | Block, Tackle, Thick Skull, Guard | | | | | 1 | 1 | 7 | 90 000 |
| 6 | Rundrorlun Goldmane | Runner | 6 | 3 | 3 | 8 | Sure Hands, Thick Skull, Dodge | | | | 2 | | 1 | 11 | 110 000 |
| 7 | Erissouth Coalbuster | Runner | 6 | 3 | 3 | 8 | Sure Hands, Thick Skull | | 1 | | | | | 1 | 80 000 |
| 8 | Noravok Sapphirehorn | Blitzer | 5 | 3 | 4 | 9 | Block, Thick Skull, +1 Ag | | 2 | 2 | | 1 | 1 | 15 | 120 000 |
| 9 | Weramoug Stormhand | Blitzer | 5 | 3 | 3 | 9 | Block, Thick Skull | | | | | 1 | | 2 | 80 000 |
| 10 | Harread Bloodthane | Troll Slayer | 5 | 4 | 2 | 8 | Block, Dauntless, Frenzy, Thick Skull, +1 St | | | | | 1 | 1 | 7 | 140 000 |
| 11 | Daddaic Nightjaw | Troll Slayer | 5 | 3 | 2 | 8 | Block, Dauntless, Frenzy, Thick Skull | | | | | | | | 90 000 |
| 13 | The Beast | Deathroller | 4 | 7 | 1 | 10 | Loner, Break Tackle, Dirty Player, Juggernaut, Mighty Blow, No Hands, Secret Weapon, Stand Firm | | | | | | | | 160 000 |
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| | | | | | | | | | | | | | | | |

Total number of players next game: 12/12

Totals (excl TV for MNG players): 3 4 0 5 4 45 1 150 000

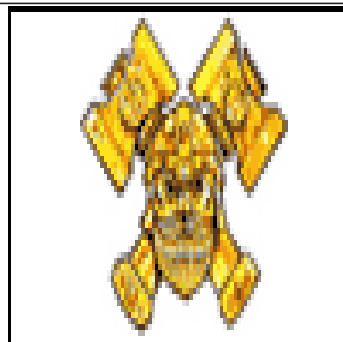
Induced Stars and Mercenaries

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: 3 x 50 000 = 150 000
 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): 1 380 000
Induced Value: 0
Match Value (TV for match): 1 380 000

ROSTER BY
OBBLM

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

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