

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, Guard		1				1	6	90 000
2	Whulgral Ironhead	Blocker	3	3	2	9	Block, Tackle, Thick Skull, Guard, -1 Ma					1	1	7	90 000
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, Mighty Blow					1	1	7	90 000
5	Siloum Underbuckle	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					2	1	9	90 000
6	Rundrorlun Goldmane	Runner	6	3	3	8	Sure Hands, Thick Skull, Block, Dodge, 1 Ni		1	3		1	2	22	130 000
7	Erissouth Coalbuster	Runner	6	3	3	8	Sure Hands, Thick Skull, Block		2	2				8	100 000
8	Noravok Sapphirehorn II	Blitzer	5	3	3	9	Block, Thick Skull				2			6	80 000
9	Weramoug Stormhand	Blitzer	5	3	3	9	Block, Thick Skull, Tackle				1	1	1	10	100 000
10	Harread Bloodthane	Troll Slayer	5	4	2	8	Block, Dauntless, Frenzy, Thick Skull, +1 St, 1 Ni					2	1	9	140 000
11	Daddaic Nightjaw	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull								90 000
12	Gloin	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
13	The Beast	Deathroller	4	7	1	10	Loner, Break Tackle, Dirty Player, Juggernaut, Mighty Blow, No Hands, Secret Weapon, Stand Firm					1		2	160 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 4 8 0 9 8 86 1 300 000

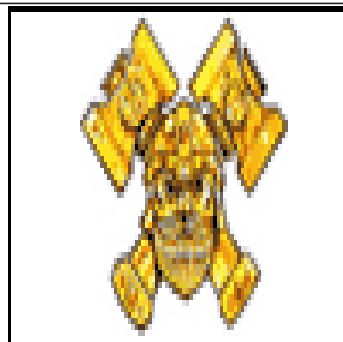
Induced Stars and Mercenaries

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: 4 x 10 000 = 40 000
 Assistant Coaches: 1 x 10 000 = 10 000
 Cheerleaders: 1 x 10 000 = 10 000
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 120 000
Team Value (incl MNGs value): 1 560 000
Induced Value: 0
Match Value (TV for match): 1 560 000

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

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