

Anrather Alpträume

Race: Human

Head Coach: Alex

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Egon	Lineman	6	3	3	8		MNG							50 000
2	Terror Shrek	Ogre	5	5	2	9	Loner, Bone Head, Mighty Blow, Thick Skull, Throw Team-Mate, Guard						2	10	160 000
3	Alfredo	Blitzer	7	3	3	8	Block					1	1	7	90 000
4	Rosemarie	Lineman	6	3	3	8	Tackle			1			1	8	70 000
5	Überlebenskünstler	Lineman	6	3	3	8									50 000
6	Piet	Lineman	6	3	3	8									50 000
8	Paula	Blitzer	7	3	3	8	Block			1				3	90 000
9	Wildes Frettchen	Blitzer	7	3	3	8	Block, Dodge			1		3	1	14	120 000
10	Werfi	Thrower	6	3	3	8	Sure Hands, Pass, Accurate		8	2		1		16	90 000
11	Hugo	Thrower	6	3	3	8	Sure Hands, Pass								70 000
12	Westfrieze	Catcher	8	2	3	7	Catch, Dodge		1	1				4	60 000
13	Vicky	Catcher	8	2	3	7	Catch, Dodge			1				3	60 000
14	Der Schrecken der Strasse	Blitzer	7	3	3	8	Block, Guard			1			1	8	110 000

Total number of players next game: 12/13

Totals (excl TV for MNG players): 9 8 0 5 6 73 1 020 000

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: 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
 Treasury: 70 000
Team Value (incl MNGs value): 1 350 000
Induced Value: 0
Match Value (TV for match): 1 300 000

ROSTER BY
OBBLM

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

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