

# 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**

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**OBBLM**

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

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