

Wieblinger Walkyren

Race: Norse

Head Coach: Christoph

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Bers1	Berserker	6	3	3	7	Block, Frenzy, Jump Up		0	0	0	0	0	0	90 000
3	Ulf1	Ulfwerener	6	4	2	8	Frenzy		0	0	0	2	0	4	110 000
4	Unnamed	Ulfwerener	6	4	2	8	Frenzy		0	0	0	0	0	0	110 000
5	Unnamed	Lineman	6	3	3	7	Block, Kick		0	0	0	1	1	7	70 000
6	Unnamed	Lineman	6	3	3	7	Block, Fend		0	1	0	0	1	8	70 000
8	Unnamed	Lineman	6	3	3	7	Block		0	0	0	0	0	0	50 000
9	Unnamed	Lineman	6	3	3	7	Block		0	0	0	0	0	0	50 000
10	Unnamed	Lineman	6	3	3	7	Block		0	0	0	0	0	0	50 000
11	Unnamed	Lineman	6	3	3	7	Block		0	0	0	0	0	0	50 000
12	Unnamed	Lineman	6	3	3	7	Block	MNG	0	0	0	0	0	0	50 000
13	Unnamed	Lineman	6	3	3	7	Block		0	0	0	0	0	0	50 000

Total number of players next game: 10/11

Totals (excl TV for MNG players): 0 1 0 3 2 19 700 000

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
 Halfing Master Chef (0-1): ___ x 300 000
 Wandering Apothecaries (0-2): ___ x 100 000
 Wizard (0-1): ___ x 150 000
 Card budget: x
 Gate:
 FAME:

Team Goods

Rerolls: 3 x 60 000 = 180 000
 Fan Factor: 0 x 10 000 = 0
 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: 930 000
Induced Value: 0
Match Value (TV for match): 930 000

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