

# Rollende Fässer

Race: Dwarf

Head Coach: Charly

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Welde	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull		0	0	0	0	0	0	90 000
2	Tannezäpfel	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull		0	0	0	1	0	2	90 000
3	Paulaner	Blitzer	5	3	3	9	Block, Thick Skull		0	0	0	0	0	0	80 000
4	Eichbaum	Blitzer	5	3	3	9	Block, Thick Skull		0	0	0	0	0	0	80 000
5	Krombacher	Runner	6	3	3	8	Sure Hands, Thick Skull, Block		0	1	0	1	1	10	100 000
6	Flensburger	Runner	6	3	3	8	Sure Hands, Thick Skull		0	0	0	0	0	0	80 000
7	Becks	Blocker	4	3	2	9	Block, Tackle, Thick Skull		0	0	0	0	0	0	70 000
8	Tuborg	Blocker	4	3	2	9	Block, Tackle, Thick Skull		0	0	0	0	0	0	70 000
9	Warsteiner	Blocker	4	3	2	9	Block, Tackle, Thick Skull		0	0	0	0	0	0	70 000
10	Erdinger	Blocker	4	3	2	9	Block, Tackle, Thick Skull		0	0	0	0	0	0	70 000
11	Oettinger	Blocker	4	3	2	9	Block, Tackle, Thick Skull		0	0	0	0	0	0	70 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 0 1 0 2 1 12 870 000

## 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 150 000  
 Card budget: x  
 Gate:  
 FAME:

### Team Goods

Rerolls: 3 x 50 000 = 150 000  
 Fan Factor: 1 x 10 000 = 10 000  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 1 x 50 000 = 50 000  
 Treasury: 0  
**Team Value: 1 080 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 080 000**