

# Reikland Reavers

Race: Human

Head Coach: Rene

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Kirk "the Crispy" Chicken	Blitzer	7	3	3	8	Block, Tackle		0	2	0	1	0	8	110 000
2	Mighty Zug	Blitzer	7	3	3	8	Block, Mighty Blow		0	1	0	1	2	15	110 000
3	Hector Langarm	Thrower	6	3	3	8	Sure Hands, Pass		0	0	0	0	0	0	70 000
5	Markus Schuster	Catcher	8	2	3	7	Catch, Dodge, Block		0	2	0	0	0	6	80 000
6	Johann Lange	Catcher	8	2	3	7	Catch, Dodge		0	0	0	0	0	0	60 000
7	Lothar Ostvald	Lineman	6	3	3	8			0	0	0	0	0	0	50 000
8	Johann Berger	Lineman	6	3	3	8			0	0	0	0	0	0	50 000
9	Ernst Daavos	Lineman	5	3	3	8	-1 Ma		0	0	0	0	0	0	50 000
10	Griff Oberwald	Lineman	6	3	3	8			0	1	0	0	0	3	50 000
11	Solomon Schuster	Lineman	6	3	3	8			0	0	0	0	0	0	50 000
14	Wolfram von Beck	Blitzer	7	3	3	8	Block, Guard		1	1	0	1	1	11	110 000
15	Engel "The Exterminator"	Blitzer	7	3	3	8	Block, Guard		0	0	0	1	1	7	110 000
16	Morg 'N' Thorg	Ogre	5	5	2	9	Loner, Bone head, Mighty Blow, Thick Skull, Throw Team-Mate		0	0	0	2	0	4	140 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 1 7 0 6 4 54 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  
 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 50 000 = 150 000  
 Fan Factor: 3 x 10 000 = 30 000  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 1 x 50 000 = 50 000  
 Treasury: 20 000  
**Team Value: 1 270 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 270 000**

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