

Race: **Dwarf**Team Name: **D.E.A.T.H.M.O.B.**Coach: **Richard Goulart**

Nr.	Name	Position	max	MA	ST	AG	AV	Skills, Permanent Injuries	Status	CP	TD	IN	CS	VP	SP	Value	
1	Thorvald the Tall	Blocker	1/16	4	3	2	9	Block, Tackle, Thick Skull							0	70,000	
2	Marad Ribcrusher	Blocker	2/16	4	3	2	9	Block, Tackle, Thick Skull							0	70,000	
3	Rollin Thunderstrike	Blocker	3/16	4	3	2	9	Block, Tackle, Thick Skull							0	70,000	
4	Bolda the Avalanche	Blocker	4/16	4	3	2	9	Block, Tackle, Thick Skull							0	70,000	
5	Olor Mountainside	Blocker	5/16	4	3	2	9	Block, Tackle, Thick Skull							0	70,000	
6	Doran Hammerstride	Runner	1/2	6	3	3	8	Sure Hands, Thick Skull							0	80,000	
7	Bomgar the Swift	Runner	2/2	6	3	3	8	Sure Hands, Thick Skull							0	80,000	
8	Bain the Pulverizier	Blitzer	1/2	5	3	3	9	Block, Thick Skull							0	80,000	
9	Mordon Axeblade	Blitzer	2/2	5	3	3	9	Block, Thick Skull							0	80,000	
10	Thrain the Eviscerator	Troll Slayer	1/2	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull							0	90,000	
11	Thordok Skullsmasher	Troll Slayer	2/2	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull							0	90,000	
12																	
13																	
14																	
15																	
16																	
Total Players (next game): 11/16										Total:	0	0	0	0	0	0	850,000

Induced Stars and Mercenaries max MA ST AG AV Skills

Total Induced Players: 0 / 5

Inducements (next game only)

Bloodweiser Babes (0-2):	0	x	50,000
Bribes (0-3):	0	x	100,000
Extra Training (0-4):	0	x	100,000
Halfling Master Chef (0-1):	0	x	300,000
Wandering Apothecaries (0-2):	0	x	100,000
Wizard (0-1):	0	x	150,000
Igor (0-1):	0	x	100,000
Budget for cards:			0
Total for Induced Stars and Mercenaries:			0

**Permanent**

Re-Rolls:	2	x	50,000	=	100,000
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:			0		
Team Value:					1,000,000
Induced Value:					0
Match Value:					1,000,000