

Race: **Norse**Team Name: **Meat, Mead and Murder**Coach: **Chris Z**

Nr.	Name	Position	max	MA	ST	AG	AV	Skills, Permanent Injuries	Status	CP	TD	IN	CS	VP	SP	Value	
1	Powder	Snow Troll	1/1	5	5	1	8	Loner, Claws, Disturbing Presence, Frenzy, Wild Animal					1		2	140,000	
2	Hrothgar	Ulfwerener	1/2	6	4	2	8	Frenzy					2		4	110,000	
3	Mutton	Berserkers	1/2	6	3	3	7	Block, Frenzy, Jump Up			1		1		5	90,000	
4	Chop	Berserkers	2/2	6	3	3	7	Block, Frenzy, Jump Up			1				3	90,000	
5	Low Key	Runner	1/2	7	3	3	7	Block, Dauntless, Dodge			1		1	1	10	110,000	
6	Spuds	Thrower	1/2	6	3	3	7	Block, Pass, Sure Hands	4		1				7	90,000	
7	Siggurd	Lineman	1/16	6	3	3	7	Block						1	5	50,000	
8	Siggurdson	Lineman	2/16	6	3	3	7	Block							0	50,000	
9	Thor's Dad	Lineman	3/16	6	3	3	7	Block, Catch			2		1		8	80,000	
10	Bjorken	Lineman	4/16	6	3	3	7	Block					1		2	50,000	
11	Steve	Lineman	5/16	7	3	3	7	Block, MA+			2		1		8	80,000	
12	Lagertha	Runner	2/2	7	3	3	7	Block, Dauntless							0	90,000	
13																	
14																	
15																	
16																	
Total Players (next game): 12/16										Total:	4	8	0	8	2	54	1,030,000

Induced Stars and Mercenaries

max MA ST AG AV Skills

Total Induced Players: 0 / 4

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:	1	x	60,000	=	60,000
Fan Factor:	3	x	10,000	=	30,000
Assistant Coaches:	2	x	10,000	=	20,000
Cheerleaders:	2	x	10,000	=	20,000
Apothecary:	1	x	50,000	=	50,000
Bank:			50,000		
Team Value:					1,210,000
Induced Value:					0
Match Value:					1,210,000