

Amouranth Frenzy

Race: Norse

Head Coach: Franken

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Yhete	5	5	1	8	Loner, Claw, Disturbing Presence, Frenzy, Wild Animal, Mighty Blow, Juggernaut					4	2	18	180 000
2	Unnamed	Lineman	6	3	3	7	Block					2		4	50 000
3	Unnamed	Lineman	6	3	3	7	Block			1				3	50 000
4	Unnamed	Lineman	6	3	3	7	Block								50 000
5	Unnamed	Lineman	6	3	3	7	Block		1			1		3	50 000
6	Mortino	Catcher	7	3	3	7	Block, Dauntless		1			1		3	90 000
7	Kulo Stretto	Lineman	6	3	3	7	Block								50 000
8	Unnamed	Blitzer	6	3	3	7	Block, Frenzy, Jump Up, Mighty Blow, Tackle			2		5	1	21	130 000
9	Unnamed	Blitzer	6	3	3	7	Block, Frenzy, Jump Up, Tackle	MNG		1			1	8	110 000
10	Unnamed	Norse Werewolf	6	4	2	8	Frenzy, Block, Dodge					5	2	20	160 000
11	Unnamed	Norse Werewolf	6	4	2	8	Frenzy, Block					1	1	7	130 000

Total number of players next game: 10/11

Totals (excl TV for MNG players): 2 4 0 19 7 87 940 000

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
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 3 x 60 000 = 180 000
 Fan Factor: 2 x 10 000 = 20 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 0
Team Value (incl MNGs value): 1 300 000
Induced Value: 0
Match Value (TV for match): 1 190 000

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

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