

Guggenheim s Corsairs

Race: Norse

Head Coach: Swarioz

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Svaffelshåfn	Lineman	6	3	3	7	Block					1		2	50 000
2	Äpfelsen	Lineman	6	3	3	7	Block, Tackle				1	1	1	9	70 000
3	Krapofson	Lineman	6	3	3	7	Block, Fend					1	1	7	70 000
5	Bolsovson	Lineman	6	3	3	7	Block		1					1	50 000
6	Ølaf	Lineman	6	3	3	7	Block								50 000
7	Fjordo	Catcher	7	3	3	7	Block, Dauntless, Dodge, Side Step			6			1	14	130 000
8	Ticörkson	Norse Werewolf	6	4	2	8	Frenzy						1	5	110 000
9	Mungo	Blitzer	5	3	3	7	Block, Frenzy, Jump Up, Mighty Blow, -1 Ma			2		4		14	110 000
10	Sgugrinho	Blitzer	6	3	3	7	Block, Frenzy, Jump Up, Guard			1		1	1	8	110 000
11	Piccolo Lord	Yhete	5	5	1	8	Loner, Claw, Disturbing Presence, Frenzy, Wild Animal, Mighty Blow, Guard					3	2	16	180 000
12	Aivan Dragoff	Norse Werewolf	6	4	2	8	Frenzy, 1 Ni					1		2	110 000
13	Eriksson il Becero	Catcher	7	3	3	7	Block, Dauntless		2			1		4	90 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 3 9 1 13 7 82 1 130 000

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: 4 x 10 000 = 40 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 170 000
Team Value (incl MNGs value): 1 400 000
Induced Value: 0
Match Value (TV for match): 1 400 000

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

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