

Lubeck Zwergen-Braumeister

Race: Dwarf

Head Coach: Baafs

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Spatzl	Blitzer	5	3	3	9	Block, Thick Skull, Guard, Mighty Blow		1	1	1	3	2	22	120 000
2	Tafelspitz	Blitzer	5	3	3	9	Block, Thick Skull, Guard			1		2	1	12	100 000
3	Brezel	Runner	6	4	3	8	Sure Hands, Thick Skull, Block, Tackle, Leader, +1 St, 1 Ni		1	13	1	3	2	58	190 000
4	Grostl	Runner	6	3	3	8	Sure Hands, Thick Skull, Dodge		1	3			1	15	110 000
5	Folienkartoffeln	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull					2		4	90 000
6	Schnitzel	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull, Mighty Blow					2	1	9	110 000
7	Kurbissuppe	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					3		6	90 000
8	Erdapfelpaunzen	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					2	1	9	90 000
9	Knodel	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard, Mighty Blow					3	3	21	110 000
10	Leberkase	Blocker	4	3	1	9	Block, Tackle, Thick Skull, -1 Ag					2		4	70 000
11	Bratwurst	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					4	1	13	90 000
12	Forellen	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					1	1	7	90 000
13	Unnamed	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
14	Rehschnitzel	Deathroller	4	7	1	10	Loner, Break Tackle, Dirty Player, Juggernaut, Mighty Blow, No Hands, Secret Weapon, Stand Firm, Guard					1	1	7	180 000

Total number of players next game: 14/14

Totals (excl TV for MNG players): 3 18 2 28 14 187 1 510 000

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: 2 x 50 000 = 100 000
 Fan Factor: 8 x 10 000 = 80 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 320 000
Team Value (incl MNGs value): 1 740 000
Induced Value: 0
Match Value (TV for match): 1 740 000

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

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