Nordmanni

Razza: Norse

Head Coach: FranzVW

#	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	Comp	TD	Int	Cas	MVP	SPP	Valore
1	Unnamed	Yhetee	5	5	1	8	Loner, Claw/Claws, Disturbing Presence, Frenzy, Wild Animal, Mighty Blow*								140 000
2	Unnamed	Norse Werewolf	6	4	2	8	Frenzy, Wrestle*								110 000
3	Unnamed	Norse Werewolf	6	4	2	8	Frenzy, Wrestle*								110 000
4	Unnamed	Blitzer	6	3	3	7	Block, Frenzy, Jump Up, Guard*								90 000
5	Unnamed	Blitzer	6	3	3	7	Block, Frenzy, Jump Up, Guard*								90 000
6	Unnamed	Catcher	7	3	3	7	Block, Dauntless, Dodge*								90 000
7	Unnamed	Lineman	6	3	3	7	Block								50 000
8	Unnamed	Lineman	6	3	3	7	Block								50 000
9	Unnamed	Lineman	6	3	3	7	Block								50 000
10	Unnamed	Lineman	6	3	3	7	Block								50 000
11	Unnamed	Lineman	6	3	3	7	Block								50 000
12	Unnamed	Lineman	6	3	3	7	Block								50 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 0 0 0 0 0 0 930 000

Induced Stars and Mercenaries	MA	ST	AG	AV	Skills	CP	TD	Int	Cas	MVP	SPP	Value

Inducements (for next match)

Ragazze Bloodweiser (0-2):	__	x	50 000
Bustarelle (0-3):	__	x	100 000
Ritira Extra (0-4):	__	x	100 000
Capo Cuoco Halfling (0-1):	__	x	300 000
Wandering Apothecaries (0-2):	__	x	100 000
Mago (0-1):	__	x	150 000
Card budget:		x	0
Pubblico:			
Fattore Tifo:			

Team Goods

Ritira:	2	x	60 000	=	120 000
Tifosi:	0	x	10 000	=	0
Assistenti Allenatori:	0	x	10 000	=	0
Cheerleader:	0	x	10 000	=	0
Apotecario:	1	x	50 000	=	50 000
Cassa:					0
Valore assoluto (compresi i MNG):					**1 100 000**
Valore Inducement:					**0**
Valore attuale (per la partita):					**1 100 000**

MNG Journeyman Nuovo Avanzamento Miglioramento Peggioramento