

# The Noobs

Race: Norse

Head Coach: BKing

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Yhete	Yhete	5	5	1	8	Loner, Claw/Claws, Disturbing Presence, Frenzy, Wild Animal, Mighty Blow					6		12	160 000
2	Werewolf1	Norse Werewolf	6	4	2	8	Frenzy, Block					3	1	11	130 000
3	Werewolf2	Norse Werewolf	6	4	2	8	Frenzy					2		4	110 000
4	Blitzer1	Blitzer	6	3	3	7	Block, Frenzy, Jump Up, Mighty Blow					3	1	11	110 000
5	Blitzer2	Blitzer	7	3	3	7	Block, Frenzy, Jump Up, +1 Ma			1			1	8	120 000
6	Lineman1	Lineman	6	3	3	7	Block, Kick			1		1	2	15	70 000
7	Catcher2	Catcher	7	3	3	7	Block, Dauntless								90 000
8	Lineman3	Lineman	6	3	3	7	Block, Fend			1		1	1	10	70 000
9	Lineman4	Lineman	6	3	3	7	Block, Tackle					2	2	14	70 000
10	Lineman5	Lineman	6	3	3	7	Block								50 000
11	Catcher1	Catcher	7	3	3	7	Block, Dauntless, Dodge, Sure Hands		1	9				28	130 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 1 12 0 18 8 113 1 110 000

### 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  
 Wizard (0-1): \_\_\_ x 150 000  
 Card budget: x 0

Gate:  
FAME:



### Team Goods

Rerolls: 3 x 60 000 = 180 000  
 Fan Factor: 5 x 10 000 = 50 000  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 1 x 50 000 = 50 000

Treasury: 160 000

**Team Value (incl MNGs value): 1 390 000**

**Induced Value: 0**

**Match Value (TV for match): 1 390 000**

ROSTER BY  
**001B0**

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