

# Sigmar's Hammers

Race: Human

Head Coach: NDavis

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Vharion	Blitzer	7	3	3	8	Block					1		2	90 000
2	Tarevil	Blitzer	7	3	3	8	Block								90 000
3	Bhorim	Blitzer	7	3	3	8	Block, Strip Ball					2	1	9	110 000
4	Lovral	Blitzer	7	3	3	8	Block, Dodge						3	15	120 000
5	Temp Hammer 1	Journeyman	6	3	3	8	Loner								50 000
7	Marcus	Lineman	6	3	3	8									50 000
8	Viktor	Catcher	8	2	4	7	Catch, Dodge, Block, +1 Ag			4			1	17	130 000
9	Yorick	Catcher	8	2	3	7	Catch, Dodge, Block		1	3			1	15	90 000
10	Arlen	Lineman	6	3	3	8									50 000
11	Goth	Lineman	6	3	3	8									50 000
12	Clay	Ogre	5	5	2	9	Loner, Bone-Head, Mighty Blow, Thick Skull, Throw Team-Mate	MNG							140 000

Total number of players next game: 10/11

Totals (excl TV for MNG players): 1 7 0 3 6 58 830 000

### 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 50 000 = 150 000
- Fan Factor: 3 x 10 000 = 30 000
- Assistant Coaches: 0 x 10 000 = 0
- Cheerleaders: 0 x 10 000 = 0
- Apothecary: 1 x 50 000 = 50 000

Treasury: 80 000

**Team Value (incl MNGs value): 1 200 000**

**Induced Value: 0**

**Match Value (TV for match): 1 060 000**

ROSTER BY  
**08BLM**

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