Sea Wolves

Race: Norse

Head Coach: Morkant

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Gunnar	Norse Werewolf	6	4	2	8	Frenzy								110 000
2	Thorvald	Norse Werewolf	6	4	2	8	Frenzy								110 000
3	Ivar	Blitzer	6	3	3	7	Block, Frenzy, Jump Up								90 000
5	Bjorn	Catcher	7	3	3	7	Block, Dauntless								90 000
7	Erik	Thrower	6	3	3	7	Block, Pass								70 000
9	Snorri	Yhetee	5	5	1	8	Loner, Claw, Disturbing Presence, Frenzy, Wild Animal								140 000
10	Atli	Lineman	6	3	3	7	Block								50 000
11	Farald	Lineman	6	3	3	7	Block								50 000
12	Hakon	Lineman	6	3	3	7	Block								50 000
13	Njal	Lineman	6	3	3	7	Block								50 000
14	Kjartan	Lineman	6	3	3	7	Block								50 000

Total number of players next game: 11/11

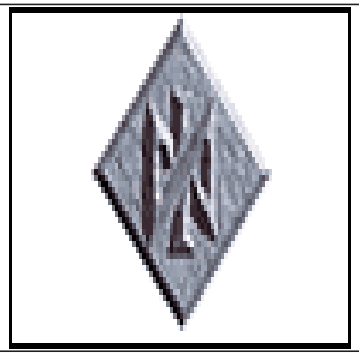
Totals (excl TV for MNG players): 0 0 0 0 0 0 860 000

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:			

ROSTER BY OBBLM



Team Goods

Rerolls:	2	x	60 000	=	120 000
Fan Factor:	2	x	10 000	=	20 000
Assistant Coaches:	0	x	10 000	=	0
Cheerleaders:	0	x	10 000	=	0
Apothecary:	0	x	50 000	=	0
Treasury:					0
Team Value (incl MNGs value):					**1 000 000**
Induced Value:					**0**
Match Value (TV for match):					**1 000 000**

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

Please consider donating to the OBBLM project if you enjoy this software and wish to support further development and maintenance. For more information visit nicholasmr.dk