

Middenheim Gladiators

Race: Human

Head Coach: skripnik

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Magnus Blitzkrieg	Blitzer	7	3	3	8	Blocage		1			2		5	90 000
2	Amadeus Vanstolz	Blitzer	7	3	3	8	Blocage					1		2	90 000
3	Albrecht Zimmerman	Blitzer	7	3	3	8	Blocage, ChÅtaine					3		6	110 000
4	Viktor Brotkopf	Blitzer	7	3	3	8	Blocage								90 000
5	"TOT" as Totbringer	Ogre	5	5	2	9	Solitaire, Cerveau Lent, ChÅtaine, CrÅne Åpais, Lancer un CoÅquiper					1		2	140 000
6	Bjorn Burg	Catcher	8	2	3	7	RÅception, Esquive, Glissade contrÅlÅe				2			6	80 000
7	AlstrÅm Wurst	Catcher	8	2	3	7	RÅception, Esquive				1			3	60 000
8	Otto TÅssen	Catcher	8	2	3	7	RÅception, Esquive				1	1		5	60 000
10	Gotthard Gluckstein	Thrower	6	3	3	8	Prise sure, Passe, Chef		3	3				12	90 000
12	Mungrim Yor	Lineman	6	3	3	8						1		2	50 000
13	Frederick Vandenwald	Lineman	6	3	3	8									50 000
14	Werner Zogmar	Lineman	6	3	3	8									50 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 4 7 0 9 0 43 960 000

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
 Halfing 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: 2 x 50 000 = 100 000
 Fan Factor: 3 x 10 000 = 30 000
 Assistant Coaches: 2 x 10 000 = 20 000
 Cheerleaders: 2 x 10 000 = 20 000
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 90 000
Team Value (incl MNGs value): 1 180 000
Induced Value: 0
Match Value (TV for match): 1 180 000

ROSTER BY
OBBLM

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

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