

Make Norheim Great again

Race: Norse

Head Coach: Sheetan

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Arvid	Norse Berserker	6	3	3	7	Blocage, Frénésie, Bond, Châtaigne					3		6	110 000
2	Frøya	Norse Berserker	6	3	3	7	Blocage, Frénésie, Bond, Esquive					2	1	9	120 000
3	Ragnar	Norse Runner	7	3	4	7	Blocage, Intrépidité, Esquive, +1 Ag		4	5			1	24	150 000
4	Torstein Hund	Norse Runner	7	3	3	7	Blocage, Intrépidité, Esquive, Glissade contrôlée			7		2		25	130 000
5	Olvar	Norse Lineman	6	3	3	7	Blocage								50 000
6	Hildur	Norse Lineman	6	3	3	7	Blocage, Tacle			1		1	1	10	70 000
7	Liv	Norse Lineman	6	3	3	7	Blocage, Tacle		1			1	1	8	70 000
8	Hakon	Norse Lineman	6	3	3	7	Blocage, Tacle			1		1	1	10	70 000
9	Orm	Norse Lineman	5	3	3	7	Blocage, -1 Ma			1				3	50 000
10	Kark	Norse Thrower	6	3	3	7	Blocage, Passe								70 000
14	Jarl Varg	Ulfwerenar	6	4	2	8	Frénésie, Blocage					2	1	9	130 000
15	Chieftain Olav	Ulfwerenar	6	4	2	8	Frénésie, Blocage					2	1	9	130 000
16	Sturla Bonecrusher	Yhete	5	5	1	8	Solitaire, Griffes, Présence Perturbante, Frénésie, Animal Sauvage, Blocage					2	1	9	170 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 5 15 0 16 8 122 1 320 000

Induced Stars and Mercenaries

MA ST AG AV Skills

CP TD Int Cas MVP SPP Value



Rerolls:	2	x	60 000	=	120 000
Fan Factor:	6	x	10 000	=	60 000
Assistant Coaches:	0	x	10 000	=	0
Cheerleaders:	0	x	10 000	=	0
Apothecary:	1	x	50 000	=	50 000
Treasury:					110 000
Team Value (incl MNGs value):					1 550 000
Induced Value:					0
Match Value (TV for match):					1 550 000

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

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