

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Faeduriel	Wardancer	8	3	4	7	Block, Dodge, Leap, Tackle, Side Step, Guard, 1 Ni			10		4		38	190 000
2	Amariel	Wardancer	8	3	4	7	Block, Dodge, Leap, Strip Ball, Tackle	MNG		7		1		23	160 000
3	Moradil	Thrower	7	3	4	7	Pass, Leader, Sure Hands, Dodge		21	1			2	34	150 000
4	Maermana	Catcher	8	2	4	7	Catch, Dodge, Sprint, Block, Side Step		1	4			2	23	130 000
19	Thalion	Lineman	6	3	4	7	Wrestle, Guard, -1 Ma		1	1		1	3	21	120 000
37	Lamaeion	Lineman	7	3	4	7	Dauntless		2	1		1	1	12	90 000
38	Lanmáirion	Lineman	7	3	4	7	Wrestle, Dodge		2	2			2	18	110 000
42	Daeron	Lineman	7	3	4	7									70 000
55	Iauron	Lineman	7	3	4	7	Kick		1				1	6	90 000
98	Galphenond	Lineman	6	3	4	7	-1 Ma					1		2	70 000
99	Unnamed	Journeyman	7	3	4	7	Loner								70 000

Total number of players next game: 10/11

Totals (excl TV for MNG players): 28 26 0 8 11 177 1 090 000

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


Horatio X Schottenheim (0-1): ___ x 80 000

Galandril Silverwater (0-1): ___ x 50 000

Card budget: x 0

Gate:

FAME:



Team Goods

Rerolls: 3 x 50 000 = 150 000

Fan Factor: 7 x 10 000 = 70 000

Assistant Coaches: 2 x 10 000 = 20 000

Cheerleaders: 2 x 10 000 = 20 000

Apothecary: 1 x 50 000 = 50 000

Team Value (incl MNGs value): 1 560 000

Induced Value: 0

Match Value (TV for match): 1 400 000

Treasury: 160 000