

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Wall	Snow Troll	5	5	1	8	Loner, Claw/Claws, Disturbing Presence, Frenzy, Wild Animal, Guard, Mighty Blow					4	2	18	180 000
2	Remove	Ulfwerenar	6	4	2	8	Frenzy, Block, Guard					4	2	18	150 000
3	Warick	Ulfwerenar	6	4	2	8	Frenzy, Block					3	1	11	130 000
4	Left	Berserkers	6	4	3	6	Block, Frenzy, Jump Up, Mighty Blow, +1 St, -1 Av		1	2		5	2	27	160 000
5	Right	Berserkers	6	3	3	7	Block, Frenzy, Jump Up, Guard, Dodge			2			2	16	140 000
6	Speedi	Catcher	7	3	3	7	Block, Dauntless, Dodge, Strip Ball			8				24	130 000
7	Funny Boy	Catcher	7	3	3	7	Block, Dauntless								90 000
8	Sten	Lineman	6	3	3	7	Block								50 000
9	Refo	Lineman	6	3	4	7	Block, Kick-Off Return, +1 Ag		4	5		1	1	26	110 000
10	Rab	Lineman	6	3	2	7	Block, Tackle, -1 Ag	MNG				2	1	9	70 000
12	Reto	Lineman	6	3	3	7	Block, Tackle, 1 Ni		1	1		2		8	70 000
13	Akom	Lineman	6	3	3	7	Block, Guard		1	1		2		8	80 000

Total number of players next game: 11/12

Totals (excl TV for MNG players): 7 19 0 23 11 165 1 290 000

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

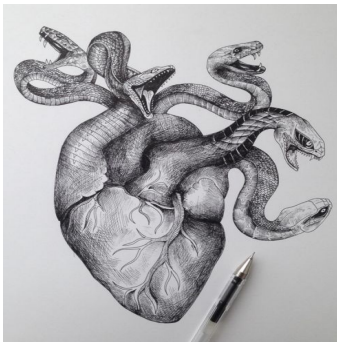
Wandering Apothecaries (0-2): \_\_\_ x 100 000

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

Card budget: x 0

Gate:

FAME:



**Team Goods**

Rerolls: 3 x 60 000 = 180 000

Fan Factor: 7 x 10 000 = 70 000

Assistant Coaches: 0 x 10 000 = 0

Cheerleaders: 0 x 10 000 = 0

Apothecary: 1 x 50 000 = 50 000

**Team Value (incl MNGs value): 1 660 000**

**Induced Value: 0**

**Match Value (TV for match): 1 590 000**

Treasury: 210 000

