

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Thrower	7	3	4	7	Pass, Accurate, Block		7				3	22	130 000
2	Unnamed	Lineman	7	3	4	7	Dodge, Block		2	2		3	2	24	110 000
3	pali	Journeyman	7	3	4	7	Loner								70 000
4	Unnamed	Lineman	7	4	4	7	Kick, Block, +1 St		6	1		1	4	31	160 000
5	Unnamed	Lineman	7	3	4	7			1					1	70 000
6	Unnamed	Lineman	7	3	4	7	Dodge					1	1	7	90 000
7	palik	Journeyman	7	3	4	7	Loner								70 000
8	Unnamed	Lineman	7	2	4	7	Dodge, -1 St		1	1		2	1	13	90 000
9	Unnamed	Lineman	6	3	4	7	-1 Ma				1			3	70 000
11	Unnamed	Wardancer	7	3	4	7	Block, Dodge, Leap, -1 Ma				1			3	120 000
12	Unnamed	Wardancer	7	3	4	7	Block, Dodge, Leap, Side Step, -1 Ma		2	1		1	1	12	140 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 19 7 0 8 12 116 1 120 000

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: 2 x 10 000 = 20 000

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): 1 340 000

Induced Value: 0

Match Value (TV for match): 1 340 000

Treasury: 140 000



