

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Csonti1	Skeletons	5	3	2	7	Regeneration, Thick Skull, Block				1		1	7	60 000
2	Csonti2	Skeletons	4	3	2	7	Regeneration, Thick Skull, Block, -1 Ma					3		6	60 000
3	Csonti3	Skeletons	5	3	2	7	Regeneration, Thick Skull						1	5	40 000
4	Teremtett Zombi1	Zombies	4	3	2	8	Regeneration					1		2	40 000
6	Mumi1	Mummys	3	5	1	9	Mighty Blow, Regeneration, Guard					4		8	140 000
7	Mumi2	Mummys	3	5	1	9	Mighty Blow, Regeneration					2		4	120 000
8	Wight1	Wight Blitzers	6	3	3	8	Block, Regeneration, Mighty Blow			1			1	8	110 000
9	Wight2	Wight Blitzers	6	3	3	8	Block, Regeneration, Tackle		1	1		2	1	13	110 000
10	Ghoul1	Ghoul Runners	7	3	3	7	Dodge, Block, Sure Hands		2	2		4	1	21	110 000
12	Ghoul3	Ghoul Runners	7	3	3	8	Dodge, Block, +1 Av		1	3		1	1	17	120 000
14	Teremtett Zombi2	Zombies	4	3	2	8	Regeneration								40 000
15	Teremtett Zombi3	Zombies	4	3	2	8	Regeneration								40 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 4 7 1 17 6 91 990 000

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 70 000 = 210 000

Fan Factor: 1 x 10 000 = 10 000

Assistant Coaches: 2 x 10 000 = 20 000

Cheerleaders: 2 x 10 000 = 20 000

Apothecary: 0 x 50 000 = 0

**Team Value (incl MNGs value): 1 250 000**

**Induced Value: 0**

**Match Value (TV for match): 1 250 000**

Treasury: 130 000



