

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Chosen Blockers	5	4	3	9				1				3	100 000
2	Unnamed	Chosen Blockers	5	4	3	9						1		2	100 000
3	Unnamed	Chosen Blockers	5	4	3	9									100 000
4	Unnamed	Chosen Blockers	5	4	3	9									100 000
5	Unnamed	Beastman Runners	6	3	3	8	Horns								60 000
6	Unnamed	Beastman Runners	6	3	3	8	Horns						1	5	60 000
7	Unnamed	Beastman Runners	6	3	3	8	Horns								60 000
8	Unnamed	Beastman Runners	6	3	3	8	Horns								60 000
9	Unnamed	Beastman Runners	6	3	3	8	Horns								60 000
10	Unnamed	Beastman Runners	6	3	3	8	Horns								60 000
11	Unnamed	Beastman Runners	6	3	3	8	Horns								60 000


Total number of players next game: 11/11

Totals (excl TV for MNG players): 0 1 0 1 1 10 820 000

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
- Papa Skullbones (0-1): ___ x 80 000
- Card budget: x 0
- Gate:
- FAME:



Team Goods

- Rerolls: 3 x 60 000 = 180 000
- Fan Factor: 0 x 10 000 = 0
- Assistant Coaches: 0 x 10 000 = 0
- Cheerleaders: 0 x 10 000 = 0
- Apothecary: 0 x 50 000 = 0
- Team Value (incl MNGs value): 1 000 000**
- Induced Value: 0**
- Match Value (TV for match): 1 000 000**
- Treasury: 20 000

