

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Sir Nyű	Vampire Blitzers	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration		1					1	110 000
2	Sir Szál	Vampire Blitzers	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration, Block					1	2	12	130 000
3	Sir Nyecske	Vampire Blitzers	5	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration, Block, -1 Ma		1	1		1		6	130 000
4	Sir Telen	Vampire Blitzers	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration, Block			1		1	2	15	130 000
5	Sir Ős	Vampire Blitzers	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration		4					4	110 000
6	Sir Me	Vampire Blitzers	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration, Block		2	1		4		13	130 000
7	AB +	Thrall Linemen	6	3	3	7									40 000
8	0 -	Thrall Linemen	6	3	3	7									40 000
9	A +	Thrall Linemen	6	3	3	7	Block					2	2	14	60 000
11	B -	Thrall Linemen	6	3	3	6	-1 Av								40 000
12	0 +	Thrall Linemen	6	3	3	7	Dodge					1	1	7	70 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 8 3 0 10 7 72 990 000

### 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: 2 x 10 000 = 20 000  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 0 x 50 000 = 0  
**Team Value (incl MNGs value): 1 220 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 220 000**  
 Treasury: 120 000

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