

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Ujfin	Catcher	7	3	3	7	Block, Dauntless, Dodge			3				9	110 000
2	Rengar	Norse Werewolf	6	4	2	8	Frenzy, Block						2	10	130 000
3	Fenrir	Norse Werewolf	6	4	2	8	Frenzy, Block					3		6	130 000
4	Orfen	Blitzer	6	3	3	7	Block, Frenzy, Jump Up, Guard			2		1		8	110 000
5	Irson	Blitzer	6	3	3	7	Block, Frenzy, Jump Up, Guard, Mighty Blow			5		3		21	130 000
7	Wernof	Catcher	7	3	3	6	Block, Dauntless, Dodge, -1 Av			2				6	110 000
8	Nihiro	Thrower	6	3	3	7	Block, Pass, Sure Hands, Leader		8	1			1	16	110 000
9	Mertho	Lineman	6	3	3	7	Block, Kick			1			1	8	70 000
11	Panif	Lineman	6	3	3	7	Block, Tackle						2	10	70 000
12	Deco	Lineman	6	4	3	7	Block, +1 St		1				1	6	100 000
13	Banfis	Lineman	6	3	3	7	Block		1					1	50 000
15	Unnamed	Lineman	6	3	3	7	Block								50 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 10 14 0 7 7 101 1 170 000

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: 5 x 10 000 = 50 000

Assistant Coaches: 1 x 10 000 = 10 000

Cheerleaders: 1 x 10 000 = 10 000

Apothecary: 1 x 50 000 = 50 000

Team Value (incl MNGs value): 1 470 000

Induced Value: 0

Match Value (TV for match): 1 470 000

Treasury: 90 000



