

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Fenris	Werewolves	8	3	3	8	Claw/Claws, Frenzy, Regeneration, Block			2				6	140 000
2	Slayer	Werewolves	8	3	3	8	Claw/Claws, Frenzy, Regeneration, Mighty Blow			2				6	150 000
3	Bok	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull					2	1	9	110 000
4	Dwight	Wight Blitzers	6	3	3	8	Block, Regeneration		1					1	90 000
5	Rwight	Wight Blitzers	6	3	2	8	Block, Regeneration, -1 Ag	MNG	1		1	1		5	90 000
6	Nazghoul	Ghoul Runners	7	3	3	7	Dodge								70 000
7	Razghoul	Ghoul Runners	7	3	3	7	Dodge					1		2	70 000
8	Brak	Zombies	4	3	2	8	Regeneration						1	5	40 000
9	Glin	Zombies	4	3	2	8	Regeneration, Block					1	1	7	60 000
10	Fran	Zombies	4	3	2	8	Regeneration, Block					1	1	7	60 000
11	Wick	Zombies	4	3	2	8	Regeneration								40 000
12	Frenkeisten	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull					2		4	110 000

Total number of players next game: 11/12

Totals (excl TV for MNG players): 2 4 1 8 4 52 940 000

### 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: 2 x 70 000 = 140 000  
 Fan Factor: 5 x 10 000 = 50 000  
 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): 1 130 000**  
 Treasury: 70 000

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