

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Arrrgh	Snow Troll	5	5	1	8	Loner, Claw/Claws, Disturbing Presence, Frenzy, Wild Animal					2		4	140 000
2	Grafh	Ulfwerenar	6	4	2	8	Frenzy, Block					2	1	9	130 000
3	Frafh	Ulfwerenar	6	4	2	8	Frenzy								110 000
4	Matison	Thrower	6	3	3	7	Block, Pass, Safe Throw		4	1				7	90 000
5	Butcherson	Berserkers	6	3	3	7	Block, Frenzy, Jump Up			1		1		5	90 000
6	Hammerson	Berserkers	6	3	3	7	Block, Frenzy, Jump Up			1				3	90 000
7	Tonston	Catcher	7	3	3	7	Block, Dauntless								90 000
9	Palmarson	Lineman	6	3	3	7	Block, Tackle						2	10	70 000
10	Edison	Lineman	6	3	3	7	Block						1	5	50 000
11	Peterson	Lineman	6	3	3	7	Block								50 000

Total number of players next game: 10/10

Totals (excl TV for MNG players): 4 3 0 5 4 43 910 000

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 60 000 = 120 000

Fan Factor: 5 x 10 000 = 50 000

Assistant Coaches: 0 x 10 000 = 0

Cheerleaders: 0 x 10 000 = 0

Apothecary: 1 x 50 000 = 50 000

Team Value (incl MNGs value): 1 130 000

Induced Value: 0

Match Value (TV for match): 1 130 000

Treasury: 70 000



