

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Maflástadhotep	Tomb Guardians	4	5	1	9	Decay, Regeneration, Break Tackle, Mighty Blow, Guard			2	1	7	2	32	160 000
2	Pofánveramszesz	Tomb Guardians	4	5	1	9	Decay, Regeneration, Mighty Blow, Guard			1	1	3	1	16	140 000
3	Elkenasztzéth	Tomb Guardians	4	5	1	9	Decay, Regeneration					2		4	100 000
4	Eltángálitemat	Tomb Guardians	4	5	1	9	Decay, Regeneration, Mighty Blow					2	2	14	120 000
5	Lerúgemheb	Anointed Blitzers	6	3	3	8	Block, Regeneration, +1 Ag			2		4		14	130 000
6	Beverkauré	Anointed Blitzers	6	3	2	8	Block, Regeneration, Guard					3		6	110 000
7	Kocogohórusz	Anointed Throwers	6	3	2	7	Pass, Regeneration, Sure Hands, Block, Accurate, Tackle		4	8		4	1	41	130 000
8	Labdatepet	Anointed Throwers	6	3	2	7	Pass, Regeneration, Sure Hands, Block, Tackle, Frenzy			6		5	1	33	130 000
9	Itep	Skeleton Linemen	5	3	2	7	Regeneration						1	5	40 000
10	Igab	Skeleton Linemen	5	3	2	7	Regeneration						1	5	40 000
11	Alal	Skeleton Linemen	5	3	2	7	Regeneration, Block					1	2	12	60 000
12	Aléb	Skeleton Linemen	5	3	2	7	Regeneration, Block, Frenzy			1		4	3	26	80 000
13	Imot	Skeleton Linemen	5	3	2	7	Regeneration								40 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 4 20 2 35 14 208 1 280 000

### 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: 4 x 70 000 = 280 000  
 Fan Factor: 9 x 10 000 = 90 000  
 Assistant Coaches: 1 x 10 000 = 10 000  
 Cheerleaders: 1 x 10 000 = 10 000  
 Apothecary: 0 x 50 000 = 0  
**Team Value (incl MNGs value): 1 670 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 670 000**  
 Treasury: 300 000

