

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Borg	Chosen Blockers	5	4	3	9	Guard*					2		4	100 000
2	Torg	Chosen Blockers	5	4	3	9	Block, Guard*		1	1		1		6	120 000
3	Zorg	Chosen Blockers	5	4	4	9	+1 Ag					1	2	12	140 000
4	Gorg	Chosen Blockers	5	4	2	9	Block, -1 Ag					3	1	11	120 000
5	Piri	Beastman Runners	6	3	3	8	Horns		1					1	60 000
6	Manci	Beastman Runners	6	3	3	8	Horns, Block			2			1	11	80 000
7	Káposzta-Kopaszto	Beastman Runners	6	3	3	8	Horns, 1 Ni								60 000
8	Ricardo	Beastman Runners	6	3	3	8	Horns								60 000
9	Döme	Beastman Runners	6	3	3	8	Horns, Extra Arms		3	1				6	80 000
10	Dönci	Beastman Runners	6	3	3	8	Horns, Block					1	1	7	80 000
11	Zsiga	Beastman Runners	6	3	3	8	Horns								60 000
12	Pablo	Minotaur	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Tentacles, Claw/Claws					3	2	16	190 000


Total number of players next game: 12/12

Totals (excl TV for MNG players): 5 4 0 11 7 74 1 150 000

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
- Papa Skullbones (0-1): ___ x 80 000
- Card budget: x 0
- Gate: _____
- FAME: _____



Team Goods

- Rerolls: 3 x 60 000 = 180 000
- Fan Factor: 3 x 10 000 = 30 000
- 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): 1 410 000

Induced Value: 0

Match Value (TV for match): 1 410 000

Treasury: 110 000