

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Ruvar	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
2	Burzum	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					1	2	12	90 000
3	Torof	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					1	1	7	90 000
4	Nasum	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull						1	5	70 000
5	Krok	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard, 1 Ni					2	1	9	90 000
6	Varangy	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow					2	1	9	90 000
8	Marduk	Bull Centaur Blitzers	7	4	2	9	Sprint, Sure Feet, Thick Skull, Sure Hands, +1 Ma				3	3	1	20	180 000
9	Korgoth	Bull Centaur Blitzers	6	4	2	9	Sprint, Sure Feet, Thick Skull, Block				2			6	150 000
12	Sajtszagú	Hobgoblin	6	3	3	7	Wrestle, Strip Ball				2	2	2	20	80 000
13	Gitt	Hobgoblin	6	3	3	7			1					1	40 000
15	Frici	Hobgoblin	6	3	3	7						1		2	40 000
16	Oli	Hobgoblin	6	3	3	7				1				3	40 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 1 8 0 12 9 94 1 030 000

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 70 000 = 210 000
 Fan Factor: 6 x 10 000 = 60 000
 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): 1 350 000
Induced Value: 0
Match Value (TV for match): 1 350 000
 Treasury: 70 000

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