

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Azaghal	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull, Dodge					2	1	9	120 000
2	I. Durin	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull					2		4	90 000
3	Thorin	Blitzer	5	3	3	9	Block, Thick Skull								80 000
4	Thráin	Blitzer	5	3	3	9	Block, Thick Skull								80 000
5	Gimli	Runner	6	3	3	8	Sure Hands, Thick Skull, Block, Dodge			4			1	17	130 000
6	Vaslabú Dáin	Runner	6	3	3	8	Sure Hands, Thick Skull, Block			2			1	11	100 000
7	Bifur	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
8	Bofur	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					1	1	7	90 000
9	Bombur	Blocker	4	3	2	9	Block, Tackle, Thick Skull					1		2	70 000
10	Glóin	Blocker	4	3	2	9	Block, Tackle, Thick Skull					1		2	70 000
11	Óin	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 0 6 0 7 4 52 970 000

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 50 000 = 100 000

Fan Factor: 4 x 10 000 = 40 000

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): 1 160 000**

**Induced Value: 0**

**Match Value (TV for match): 1 160 000**

Treasury: 190 000



