

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Isengard	Blitzer	7	3	4	8	Block, Side Step					1		2	110 000
2	Gilgroth	Blitzer	7	3	4	8	Block, Side Step					1		2	110 000
3	Amonadan	Catcher	8	3	4	7	Catch, Nerves of Steel		1	1				4	100 000
4	Ania	Catcher	8	3	4	7	Catch, Nerves of Steel		1	1				4	100 000
5	Gilost	Catcher	8	3	4	7	Catch, Nerves of Steel, Dodge, Dump-Off		3	3			2	22	150 000
6	Belduin	Thrower	6	3	4	7	Pass		2					2	70 000
7	Menethyryr	Lineman	6	3	4	7							1	5	60 000
8	Nazrond	Lineman	6	3	4	7							1	5	60 000
9	Unnamed	Journeyman	6	3	4	7	Loner								60 000
10	Dunroth	Lineman	6	3	4	7				1				3	60 000
11	Morriel	Lineman	6	3	3	7	-1 Ag								60 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 7 6 0 2 4 49 940 000

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
- Galandril Silverwater (0-1): ___ x 50 000
- Card budget: x 0

Gate:
FAME:



Team Goods

- Rerolls: 1 x 50 000 = 50 000
- 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): 1 080 000**
- Induced Value: 0**
- Match Value (TV for match): 1 080 000**
- Treasury: 120 000

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