

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	BlitzerPro	Blitzer	7	3	4	8	Block, Side Step, Dodge, Tackle, Dump-Off	MNG	1	10		1		33	180 000
2	TreemanHal	Treeman	2	6	1	10	Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate, Timmm-ber!, Grab					4	1	13	140 000
3	DoomDiver	Doom Diver	6	2	3	7	Right Stuff, Stunty, Swoop								60 000
4	Mummia	Mummy	3	5	1	8	Mighty Blow, Regeneration, Piling On, Stand Firm, Block, -1 Av					8	3	31	190 000
5	Tombguardian	Tomb Guardian	4	6	1	9	Decay, Regeneration, Mighty Blow, +1 St					6	2	22	170 000
6	WightNecro	Wight	6	3	3	8	Block, Regeneration, Tackle					2	1	9	110 000
7	Lineorc	alineman	5	3	3	9						1		2	50 000
9	Linemanhum	Lineman	6	3	3	8									50 000
10	CatcherWood	Catcher	8	2	5	7	Catch, Dodge, Sprint, Block, Side Step, +1 Ag			8			2	34	170 000
11	KroxySauro	Kroxigor	6	5	1	8	Loner, Bone Head, Mighty Blow, Prehensile Tail, Thick Skull, -1 Av					1		2	140 000
12	Bullo	Bull Centaur	6	4	2	9	Sprint, Sure Feet, Thick Skull, Block, Tackle					3	2	16	170 000

Total number of players next game: 10/11

Totals (excl TV for MNG players): 1 18 0 26 11 162 1 250 000

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
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 2 x 60 000 = 120 000
 Fan Factor: 7 x 10 000 = 70 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 120 000
Team Value (incl MNGs value): 1 670 000
Induced Value: 0
Match Value (TV for match): 1 490 000