

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Michelangelo	acatcher	7	2	4	7	Diving Catch, Leap, Very Long Legs								80 000
2	Raffaello	Catcher	8	2	4	7	Catch, Dodge, Sprint			1			1	8	90 000
3	Leonardo	Blitzer	7	3	4	8	Block								100 000
4	Donatello	Skink	8	2	3	7	Dodge, Stunty								60 000
5	Shredder	Minotaur	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Claw					3		6	170 000
6	Bebop	Ogre	5	5	2	9	Bone Head, Mighty Blow, Thick Skull, Throw Team-Mate, Guard					3		6	160 000
7	Splinter	Rat Ogre	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal								150 000
8	Foot clan	Lineman	6	3	2	7	Fend								40 000
9	Casey Jones	Zombie	4	3	2	8	Regeneration								40 000
10	Tatsu	Thrall	6	3	3	7									40 000
11	Vernon Fetwick	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty								40 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 0 1 0 6 1 20 970 000

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

Card budget: x 0

Gate:

FAME:



Team Goods

Rerolls: 2 x 60 000 = 120 000

Fan Factor: 1 x 10 000 = 10 000

Assistant Coaches: 0 x 10 000 = 0

Cheerleaders: 0 x 10 000 = 0

Apothecary: 1 x 50 000 = 50 000

Treasury: 60 000

Team Value (incl MNGs value): 1 150 000

Induced Value: 0

Match Value (TV for match): 1 150 000