

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	SaurOne	Saurus	6	4	1	9	Block					2	1	9	100 000
2	Jaky	Kroxigor	6	5	1	9	Loner, Bone Head, Mighty Blow, Prehensile Tail, Thick Skull, Guard			1		1	1	10	160 000
3	SauThree	Saurus	6	4	1	9						1		2	80 000
4	Scansa	Skink	8	2	3	7	Dodge, Stunty, Block, Sure Hands		1	4		2	1	22	120 000
5	SauFive	Saurus	6	4	1	9						1		2	80 000
6	Serafino	ChamaleonSkink	7	2	3	7	Dodge, Stunty, Pass Block, Shadowing, Side Step		1				1	6	90 000
7	SaurTwo	Saurus	6	4	1	9	Block					2	1	9	100 000
8	Scappa Meglio	Skink	8	2	3	7	Dodge, Stunty								60 000
9	SauFour	Saurus	6	4	1	9	Block			1			1	8	100 000
10	Corri	Skink	7	2	3	7	Dodge, Stunty, Side Step, -1 Ma			2				6	80 000
11	SauSix	Saurus	6	4	1	9	Block					2	1	9	100 000
12	Phoenix11	ChamaleonSkink	7	2	3	7	Dodge, Stunty, Pass Block, Shadowing								70 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 2 8 0 11 7 83 1 140 000

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: 3 x 60 000 = 180 000
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
Treasury: 190 000
Team Value (incl MNGs value): 1 410 000
Induced Value: 0
Match Value (TV for match): 1 410 000