

Kennel Meat

Race: Dwarf

Head Coach: Joe Cosporco

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Pollice	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
2	Indice	Blocker	4	3	2	9	Block, Tackle, Thick Skull					1		2	70 000
3	Medio	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					1	1	7	90 000
4	Anulare	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					1	1	7	90 000
5	Mignolo	Blocker	4	3	2	9	Block, Tackle, Thick Skull					1		2	70 000
6	Prof	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow				1	1	1	10	90 000
7	Pino il postino sul carrettin	Runner	6	3	3	8	Sure Hands, Thick Skull, Block, Leader		2	6			1	25	120 000
8	Pier	Blitzer	6	3	3	9	Block, Thick Skull, Guard, +1 Ma				4	1	1	19	130 000
9	Ogio	Blitzer	5	3	3	9	Block, Thick Skull	MNG							80 000
10	Caghn II	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull					1		2	90 000
11	Gaghn	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull, Mighty Blow					2	1	9	110 000
13	BOOM	Deathroller	4	7	1	10	Loner, Break Tackle, Dirty Player, Juggernaut, Mighty Blow, No Hands, Secret Weapon, Stand Firm, Guard					7		14	180 000

Total number of players next game: 11/12

Totals (excl TV for MNG players): 2 11 0 16 6 97 1 110 000

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 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
 Treasury: 230 000
Team Value (incl MNGs value): 1 380 000
Induced Value: 0
Match Value (TV for match): 1 300 000

■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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