

Clutch

Race: Human

Head Coach: Ursa Major

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	blitzer1	Blitzer	7	3	3	8	Block, Guard			1		2		12	110 000
2	blitzer2	Blitzer	8	3	2	8	Block, +1 Ma, -1 Ag		1	1		1		6	120 000
3	blitzer3	Blitzer	7	3	3	8	Block, Guard						2	10	110 000
4	blitzer4	Blitzer	7	3	3	8	Block, Guard					2	1	9	110 000
5	thrower1	Thrower	6	3	3	8	Sure Hands, Pass								70 000
6	catcher1	Catcher	8	2	3	7	Catch, Dodge, Block, Side Step		1	1			1	19	100 000
7	catcher2	Catcher	7	2	3	7	Catch, Dodge, Block, -1 Ma			2			1	11	80 000
9	lineman1	Lineman	6	3	3	8	1 Ni							2	50 000
10	lineman2	Lineman	6	3	3	8	Guard							7	80 000
11	lineman3	Lineman	6	3	3	8								5	50 000
12	lineman4	Lineman	5	3	3	8	Block, -1 Ma							10	70 000
13	catcher3	Catcher	8	2	3	7	Catch, Dodge, Block			2				6	80 000
15	catcher4	Catcher	8	2	3	7	Catch, Dodge								60 000
16	lineman5	Lineman	6	3	3	8									50 000

Total number of players next game: 14/14

Totals (excl TV for MNG players): 2 7 0 5 5 97 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 50 000 = 150 000
Fan Factor: 5 x 10 000 = 50 000
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): 1 390 000
Induced Value: 0
Match Value (TV for match): 1 390 000

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

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