

Antelburg Dwarfist

Race: Dwarf

Head Coach: Jamsus

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Spiedo	Runner	6	3	3	8	Sure Hands, Thick Skull, Block		1				1	6	100 000
2	Saretta	Runner	6	3	3	8	Sure Hands, Thick Skull		1	1				4	80 000
3	Astron Ano	Blitzer	5	3	3	9	Block, Thick Skull			1				3	80 000
4	Duolgo	Blitzer	5	3	3	9	Block, Thick Skull					1		2	80 000
5	Dito	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull					1		2	90 000
6	Nigerin Ano	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull, 1 Ni						1		90 000
7	Bertolo	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
8	Bugio	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					1	1	7	90 000
10	Lopoggio	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard			1	1	1		7	90 000
11	Polemio	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					1	1	7	90 000
12	Bucodicculo	Blocker	4	3	2	9	Block, Tackle, Thick Skull							5	70 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 2 3 1 5 4 43 930 000

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: 0 x 10 000 = 0
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 40 000
Team Value (incl MNGs value): 1 130 000
Induced Value: 0
Match Value (TV for match): 1 130 000

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

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