

Golden Boys

Race: Human

Head Coach: Morpao

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Walter Zenga	Ogre	5	5	2	9	Loner, Bone Head, Mighty Blow, Thick Skull, Throw Team-Mate, Guard					3		6	160 000
2	Giuseppe Bergomi	Blitzer	7	3	3	8	Block, Tackle, Dodge, Side Step, Leap			4		6	5	56	200 000
3	Franco Baresi	Blitzer	7	3	3	8	Block, Guard, Mighty Blow			1		5	3	28	130 000
4	Fulvio Collovati	Blitzer	7	3	3	7	Block, Guard, Mighty Blow, Piling On, Tackle, -1 Av		2	2		15	3	55	170 000
5	Gianluca Zambrotta	Blitzer	7	3	3	8	Block								90 000
5	Paolo Maldini	Blitzer	7	3	3	8	Block					1	1	7	90 000
6	Giuseppe Giannini	Thrower	6	3	3	8	Sure Hands, Pass, Block		2	1		1	1	12	90 000
7	Carlo Ancelotti	Thrower	8	3	3	8	Sure Hands, Pass, +2 Ma		8	4			1	25	130 000
8	Gianluca Vialli	Catcher	8	2	3	7	Catch, Dodge, Side Step, Block, Sprint, Guard		2	9	1		4	51	150 000
9	Roberto Baggio	Catcher	8	2	3	7	Catch, Dodge								60 000
12	Daniele Massaro	Lineman	6	3	3	8	Dirty Player						2	10	70 000
13	Bruno Conti	Lineman	6	3	3	8	Block, Kick					5	2	20	90 000
13	Salvatore Bagni	Lineman	6	3	3	8							1	5	50 000
14	Fernando De Napoli	Lineman	6	3	3	8							1	5	50 000
14	Nicola Berti	Lineman	6	3	3	8									50 000
15	Marco Tardelli	Lineman	6	3	3	8	Wrestle, Tackle					5	4	30	90 000
16	Giancarlo Marocchi	Lineman	6	3	3	8	Block					1	2	12	70 000

Total number of players next game: 17/17

Totals (excl TV for MNG players): 14 21 1 42 30 322 1 740 000

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
 Halfing 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: 10 x 10 000 = 100 000
 Assistant Coaches: 1 x 10 000 = 10 000
 Cheerleaders: 1 x 10 000 = 10 000
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 110 000
Team Value (incl MNGs value): 2 060 000
Induced Value: 0
Match Value (TV for match): 2 060 000

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

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