

Gulp Fumetti in TV

Race: Amazon

Head Coach: Reroll

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Thrower	6	3	3	7	Dodge, Pass, Sure Hands*								70 000
2	Unnamed	Blitzer	6	3	3	7	Dodge, Block, Guard*								90 000
3	Unnamed	Blitzer	6	3	3	7	Dodge, Block, Guard*								90 000
4	Unnamed	Blitzer	6	3	3	7	Dodge, Block, Guard*								90 000
5	Unnamed	Blitzer	6	3	3	7	Dodge, Block								90 000
6	Unnamed	Linewoman	6	3	3	7	Dodge, Block*								50 000
7	Unnamed	Linewoman	6	3	3	7	Dodge								50 000
8	Unnamed	Linewoman	6	3	3	7	Dodge								50 000
9	Unnamed	Linewoman	6	3	3	7	Dodge								50 000
10	Unnamed	Linewoman	6	3	3	7	Dodge								50 000
11	Unnamed	Linewoman	6	3	3	7	Dodge								50 000
12	Unnamed	Linewoman	6	3	3	7	Dodge								50 000
13	Unnamed	Linewoman	6	3	3	7	Dodge								50 000
14	Unnamed	Linewoman	6	3	3	7	Dodge								50 000

Total number of players next game: 14/14

Totals (excl TV for MNG players): 0 0 0 0 0 0 880 000

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: 2 x 10 000 = 20 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 0
Team Value (incl MNGs value): 1 100 000
Induced Value: 0
Match Value (TV for match): 1 100 000

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

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