

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

Total number of players next game: 13/13

Totals (excl TV for MNG players): 0 0 0 0 0 0 0 850 000

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: 3 x 10 000 = 30 000
Assistant Coaches: 1 x 10 000 = 10 000
Cheerleaders: 1 x 10 000 = 10 000
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