Nr	Name	Position	MA	ST	AG	ΑV	Skills and Injuries	MNG	СР	TD	Int	Cas	MVP	SPP	Value
1	1	Lineman	6	3	3	8	Leap, Very Long Legs, Strip Ball*								60 000
2	2	Lineman	6	3	3	8	Leap, Very Long Legs, Wrestle*								60 000
3	3	Lineman	6	3	3	8	Leap, Very Long Legs, Wrestle*								60 000
4	4	Lineman	6	3	3	8	Leap, Very Long Legs, Wrestle*								60 000
5	5	Lineman	6	3	3	8	Leap, Very Long Legs								60 000
6	6	Lineman	6	3	3	8	Leap, Very Long Legs								60 000
7	7	Lineman	6	3	3	8	Leap, Very Long Legs								60 000
8	8	Lineman	6	3	3	8	Leap, Very Long Legs								60 000
9	9	Catcher	7	2	4	7	Diving Catch, Leap, Very Long Legs, Dodge*								80 000
10	10	Catcher	7	2	4	7	Diving Catch, Leap, Very Long Legs, Dodge*								80 000
11	11	Catcher	7	2	4	7	Diving Catch, Leap, Very Long Legs, Dodge*								80 000
12	12	Catcher	7	2	4	7	Diving Catch, Leap, Very Long Legs, Hail Mary Pass*								80 000
13	Верре	Kroxigor	6	5	1	9	Loner, Bone Head, Mighty Blow, Prehensile Tail, Thick Skull								140 000

Induced Stave and Moveouppies MA ST AC AV Skille CD TD Int Co. MVD SDD Value

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

Total number of players next game: 13/13

Bribes (0-3): __ x 100 000

Extra Training (0-4): __ x 100 000

Halfling Master Chef (0-1): ___ x 300 000

> Gate: FAME:

S. Car

Team Goods

Totals (excl TV for MNG players):

Rerolls: 3 x 50 000 = 150 000 Fan Factor: 1 x 10 000 = 10 000

Assistant Coaches: 0 x 10 000 = 0

Cheerleaders: 0 x 10 000 = 0

Apothecary: 0 x 50 000 =

Treasury: 0

940 000

0

Team Value (incl MNGs value): 1 100 000

Induced Value: 0

Match Value (TV for match): 1 100 000