

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	1	Kroxigor	6	5	1	9	Loner, Bone Head, Mighty Blow, Prehensile Tail, Thick Skull								140 000
2	2	Saurus	6	4	1	9	Block*								80 000
3	3	Saurus	6	4	1	9	Block*								80 000
4	4	Saurus	6	4	1	9	Block*								80 000
5	5	Saurus	6	4	1	9	Block*								80 000
6	6	Saurus	6	4	1	9	Block*								80 000
7	7	Saurus	6	4	1	9	Tackle*								80 000
8	8	Skink	8	2	3	7	Dodge, Stunty								60 000
9	9	Skink	8	2	3	7	Dodge, Stunty								60 000
10	10	Skink	8	2	3	7	Dodge, Stunty								60 000
11	11	Skink	8	2	3	7	Dodge, Stunty								60 000
12	12	Skink	8	2	3	7	Dodge, Stunty								60 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 0 0 0 0 0 0 0 920 000

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: 2 x 60 000 = 120 000
Fan Factor: 1 x 10 000 = 10 000
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