

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Mad Max	Bull Centaur	6	4	2	9	Sprint, Sure Feet, Thick Skull, Block			1			1	8	150 000
2	Iron Jack	Bull Centaur	6	4	2	9	Sprint, Sure Feet, Thick Skull, Block					1	1	7	150 000
3	Primolo	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					2	1	9	90 000
4	Secondolo	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull					1		2	70 000
5	Terzolo	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow					4	2	18	90 000
6	Quartolo	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
7	Quintolo	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull					1		2	70 000
8	Sestolo	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull					2		4	70 000
9	Ernesto il Molesto	Hobgoblin	6	3	3	7	Sure Hands, Dodge		1	2		1	2	19	90 000
10	Nello Fortunello	Hobgoblin	6	3	3	7	Wrestle		2	1			1	10	60 000
11	Paolino Poverino	Hobgoblin	6	3	3	7						1		2	40 000
12	Benedetto Marcello	Hobgoblin	6	3	3	7			2					2	40 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 5 4 0 13 8 83 990 000

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 70 000 = 140 000
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: 60 000
Team Value (incl MNGs value): 1 200 000
Induced Value: 0
Match Value (TV for match): 1 200 000