

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Indeciso	Rat Ogre	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal, Juggernaut					1	1	7	170 000
2	#2	Thrower	7	3	3	7	Pass, Sure Hands								70 000
4	#4	Blitzer	7	3	3	8	Block, Claw/Claws		1				2	11	120 000
5	#5	Blitzer	7	3	3	8	Block, Claw/Claws, 1 Ni					2	2	14	120 000
6	#6	Gutter Runner	9	2	4	7	Dodge, Weping Dagger, Two Heads			2				6	110 000
7	#7	Gutter Runner	9	3	4	7	Dodge, Weping Dagger, +1 St		1	2				7	130 000
8	#8	Gutter Runner	9	2	4	7	Dodge, Weping Dagger, Block		1				1	6	100 000
9	#9	Gutter Runner	9	3	4	7	Dodge, Weping Dagger, Block, +1 St		3	2			2	19	150 000
79	Nove	Lineman	7	3	3	7									50 000
80	Dieci	Lineman	7	3	3	7									50 000
81	Undici	Lineman	7	3	3	7						1		2	50 000
82	Dodici	Lineman	7	3	3	7									50 000
83	Tredici	Lineman	5	3	3	7	-2 Ma								50 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 6 6 0 4 8 72 1 220 000

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

Halfing Master Chef (0-1): \_\_\_ x 300 000


Wandering Apothecaries (0-2): \_\_\_ x 100 000

Wizard (0-1): \_\_\_ x 150 000

Card budget: x 0

Gate:

FAME:



**Team Goods**

Rerolls: 2 x 60 000 = 120 000

Fan Factor: 3 x 10 000 = 30 000

Assistant Coaches: 0 x 10 000 = 0

Cheerleaders: 0 x 10 000 = 0

Apothecary: 1 x 50 000 = 50 000

Treasury: 20 000

**Team Value (incl MNGs value): 1 420 000**

**Induced Value: 0**

**Match Value (TV for match): 1 420 000**