

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								150 000
2	#2	Thrower	7	3	3	7	Pass, Sure Hands								70 000
4	#4	Blitzer	7	3	3	8	Block								90 000
5	#5	Blitzer	7	3	3	8	Block, 1 Ni						1	5	90 000
6	#6	Gutter Runner	9	2	4	7	Dodge, Weping Dagger			1				3	80 000
7	#7	Gutter Runner	9	2	4	7	Dodge, Weping Dagger		1					1	80 000
8	#8	Gutter Runner	9	2	4	7	Dodge, Weping Dagger, Block		1				1	6	100 000
9	#9	Gutter Runner	9	2	4	7	Dodge, Weping Dagger, Block		1	1			1	9	100 000
10	#10	Lineman	6	3	3	7	-1 Ma								50 000
11	#11	Lineman	7	3	3	7						1		2	50 000
12	#12	Lineman	7	3	3	7									50 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 3 2 0 1 3 26 910 000

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: 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: 20 000
- Team Value (incl MNGs value): 1 090 000**
- Induced Value: 0**
- Match Value (TV for match): 1 090 000**

