

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Gaius	Thrower	7	3	3	7	Pass, Sure Hands, Block		1			1	1	8	90 000
2	Octavian	Thrower	7	3	3	7	Pass, Sure Hands, Accurate, Safe Throw		8	1			1	16	110 000
3	Gouda	Blitzer	7	3	3	8	Block, Guard					3		6	110 000
4	Chedder	Blitzer	7	3	3	8	Block, Tackle, Guard			3		2	1	18	130 000
5	Steve	Lineman	7	3	3	7	Kick	MNG	1				1	6	70 000
6	Bud	Lineman	7	3	3	7	Wrestle					2	1	9	70 000
7	Dawson	Lineman	7	3	3	7	Tackle, Guard			1	1	1	2	17	100 000
8	Bubbles	Lineman	7	3	3	7									50 000
9	Bill	Lineman	7	3	3	7									50 000
13	Cheezbreff	Rat Ogre	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal								150 000
15	Slinky	Gutter Runner	10	2	4	7	Dodge, Block, Sprint, Sure Feet, +1 Ma		2	16			1	56	170 000
16	Finky	Gutter Runner	9	2	4	7	Dodge, Wrestle, Horns		3	2			2	19	130 000
17	Pinky	Gutter Runner	9	2	4	7	Dodge, Block, Side Step, Guard		1	7		1	2	34	150 000
21	Dinky	Gutter Runner	9	2	4	7	Dodge, Wrestle, Two Heads		1	4		1	1	20	130 000

Total number of players next game: 13/14

Totals (excl TV for MNG players): 17 34 1 11 13 209 1 440 000

### 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: 4 x 60 000 = 240 000  
 Fan Factor: 12 x 10 000 = 120 000  
 Assistant Coaches: 1 x 10 000 = 10 000  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 1 x 50 000 = 50 000  
 Treasury: 130 000  
**Team Value (incl MNGs value): 1 930 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 860 000**

ROSTER BY  
**OBBLM**

■ MNG ■ Journeyman □ New skill available ■ Stat upgrade ■ Stat downgrade