

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Grosh	Blitzer	6	3	3	9	Block, Tackle, Mighty Blow, Frenzy		0	3	0	8	2	35	140 000
2	Arzal	Blitzer	6	3	5	9	Block, Tackle, +2 Ag		1	11	0	3	2	50	180 000
3	Knagg Eisenfaust	Black Orc Blocker	4	4	2	9	Block, Guard		0	0	0	4	2	18	120 000
4	Kragg Eisenfaust	Black Orc Blocker	4	4	2	9	Block, 1 Ni		0	0	0	2	1	9	100 000
5	Thof	Thrower	5	3	3	8	Sure Hands, Pass, Accurate, Strong Arm		14	0	0	0	2	24	120 000
6	Zort	Thrower	5	3	3	8	Sure Hands, Pass, Accurate		12	1	0	0	0	15	90 000
8	Borc	Lineman	4	3	3	9	Wrestle, -1 Ma		0	1	1	0	1	10	70 000
13	Nubbel	Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate, Guard, Stand Firm		0	0	0	3	2	16	150 000
14	Broken	Blitzer	6	3	3	8	Block, Dauntless, Mighty Blow, -1 Av		0	1	1	5	1	20	120 000
15	Argh Knochenbrecher	Black Orc Blocker	3	4	2	8	-1 Ma, -1 Av		0	0	0	0	0	0	80 000
16	Haza	Blitzer	6	3	3	9	Block, Guard		0	1	0	0	1	8	100 000
17	Krunch McPain	Black Orc Blocker	4	4	2	9	Block		0	0	0	1	2	12	100 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 2718226162171 370 000

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 Wizard (0-1): __ x 150 000 Card budget: x Gate: FAME: Team Goods Rerolls: 4 x 60 000 = 240 000 Fan Factor: 6 x 10 000 = 60 000 Assistant Coaches: 0 x 10 000 = 0 Cheerleaders: 1 x 10 000 = 10 000 Apothecary: 1 x 50 000 = 50 000 Treasury: -210 000 Team Value: 1 730 000 Induced Value: 0 Match Value (TV for match): 1 730 000
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