

The Mechanical Menace

Race: Dwarf

Head Coach: Alex

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Mechanikus Mordegai the	Runner	6	3	3	8	Sure Hands, Thick Skull, Block		3	3	0	0	0	12	100 000
2	Silver Steelskull	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull		0	0	0	0	0	0	90 000
3	Bonebreaker Experiment	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull		0	0	0	0	0	0	90 000
4	The Tank	Blitzer	5	3	3	9	Block, Thick Skull, Mighty Blow		0	2	0	0	0	6	100 000
5	The Juggernaut	Blitzer	5	3	3	9	Block, Thick Skull		0	1	0	0	0	3	80 000
6	Homunculus Mk.I #006	Blocker	4	3	2	9	Block, Tackle, Thick Skull		0	0	0	0	0	0	70 000
7	Homunculus Mk.I #007	Blocker	4	3	2	9	Block, Tackle, Thick Skull		0	0	0	0	0	0	70 000
8	Homunculus Mk.I #008	Blocker	4	3	2	9	Block, Tackle, Thick Skull		0	0	0	0	0	0	70 000
9	Homunculus Mk.I #009	Blocker	4	4	2	9	Block, Tackle, Thick Skull, Guard, +1 St		0	0	0	3	2	16	140 000
10	Homunculus Mk.I #010	Blocker	4	3	2	9	Block, Tackle, Thick Skull		0	0	0	0	0	0	70 000
11	Homunculus Mk.I #011	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard		0	0	0	1	1	7	90 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 3 6 0 4 3 44 970 000

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
 Gate:
 FAME:

Team Goods

Rerolls: 3 x 50 000 = 150 000
 Fan Factor: 4 x 10 000 = 40 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 120 000
Team Value: 1 210 000
Induced Value: 0
Match Value (TV for match): 1 210 000