

The Sweet Candy Crushers

Race: Human

Head Coach: Fanny

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Blitzer	7	3	3	8	Block		0	0	0	0	0	0	90 000
2	Unnamed	Blitzer	7	3	3	8	Block, Guard		0	0	0	2	1	9	110 000
3	Unnamed	Blitzer	7	3	3	8	Block		0	0	0	2	0	4	90 000
4	Unnamed	Blitzer	7	3	3	8	Block		0	0	0	0	0	0	90 000
5	Unnamed	Thrower	6	3	3	8	Sure Hands, Pass, Block		1	2	0	0	0	7	90 000
11	Unnamed	Lineman	6	3	3	8			0	0	0	0	0	0	50 000
12	Unnamed	Lineman	6	3	3	8			0	0	0	0	0	0	50 000
13	Unnamed	Lineman	6	3	3	8	Block		0	1	0	0	1	8	70 000
14	Unnamed	Lineman	6	3	3	8			0	0	0	1	0	2	50 000
15	Unnamed	Lineman	6	3	3	8			0	0	0	0	0	0	50 000
16	Unnamed	Ogre	5	5	2	9	Loner, Bone head, Mighty Blow, Thick Skull, Throw Team-Mate		0	0	0	0	1	5	140 000
44	Unnamed	Journeyman	6	3	3	8	Loner		0	0	0	0	0	0	50 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 1 3 0 5 3 35 930 000

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: 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: 80 000
Team Value: 1 140 000
Induced Value: 0
Match Value (TV for match): 1 140 000

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