

# 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**