

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Smith	Marauder	6	3	3	8				1				3	50 000
2	Wesson	Marauder	6	3	3	8									50 000
3	Luc Ger	Marauder	6	3	3	8		MNG				1		2	50 000
4	Maus Her	Marauder	6	3	3	8	Blocage					1	1	7	70 000
5	Garand sink Kolt	Marauder	6	3	3	8									50 000
6	Chester Win	Marauder	6	3	3	8							1	5	50 000
7	Glok Glok	Skaven Renegade	7	3	3	7	Animosit��		1			1		3	50 000
8	Elfa Mas	Dark Elf Renegade	6	3	4	8	Animosit��		1					1	70 000
9	Albert Reta	Chaos Ogre	5	5	2	9	Solitaire, Cerveau Lent, Ch��taigne, Cr��ne ��pais, Lancer un Co��quipier, Esquive en Force					3	1	11	160 000
10	Bo Fors	Minotaur	5	5	2	8	Solitaire, Fr��n��sie, Cornes, Ch��taigne, Cr��ne ��pais, Animal Sauvage, Juggernaut					5	1	15	170 000
11	Man Hurin	Orc renegade	5	3	3	9	Animosit��								50 000
12	MonoGob	Goblin Renegade	6	2	3	7	Animosit��, Esquive, Poids Plume, Minus, Glissade contr��e			2				6	60 000

Total number of players next game: 11/12

Totals (excl TV for MNG players): 2 3 0 11 4 53 830 000

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: 3 x 70 000 = 210 000

Fan Factor: 2 x 10 000 = 20 000

Assistant Coaches: 1 x 10 000 = 10 000

Cheerleaders: 2 x 10 000 = 20 000

Apothecary: 0 x 50 000 = 0

Treasury: 130 000

Team Value (incl MNGs value): 1 140 000

Induced Value: 0

Match Value (TV for match): 1 090 000