

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Red Run	Skink	8	2	3	7	Esquive, Minus, R�ception		1				2	11	80 000
3	Yellow Sub	Skink	8	2	3	7	Esquive, Minus			1				3	60 000
4	Green Fear	Skink	8	2	3	7	Esquive, Minus, Glissade contr�e			4				12	80 000
5	White Scar	Skink	8	2	3	7	Esquive, Minus			1				3	60 000
6	Purple Haze	Skink	8	2	3	7	Esquive, Minus, Sournois		1				1	6	80 000
7	Red Def	Saurus	6	4	1	9							1	5	80 000
8	Blue Sky	Saurus	6	4	1	9									80 000
9	Yellow Fist	Saurus	6	4	1	9						1		2	80 000
10	Green Dark	Saurus	6	4	1	9						1		2	80 000
11	White Widow	Saurus	6	4	1	9							1	5	80 000
12	Violet Zgo	Saurus	6	4	1	9									80 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 2 6 0 2 5 49 840 000

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 0

Gate:

FAME:



Team Goods

Rerolls: 3 x 60 000 = 180 000

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: 90 000

Team Value (incl MNGs value): 1 080 000

Induced Value: 0

Match Value (TV for match): 1 080 000