

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	caballero 1	Blitzer	7	3	3	8	Block, Catch, Dauntless								110 000
2	caballero 2	Blitzer	7	3	3	8	Block, Catch, Dauntless, Guard			2				6	140 000
3	caballero 3	Blitzer	7	3	3	8	Block, Catch, Dauntless								110 000
4	caballero 4	Blitzer	7	3	3	8	Block, Catch, Dauntless								110 000
5	escudero 1	Yeoman	6	3	3	8	Wrestle					1		2	70 000
6	escudero 2	Yeoman	6	3	3	8	Wrestle, Guard					1	1	7	90 000
7	escudero 3	Yeoman	6	3	3	8	Wrestle						1	5	70 000
8	escudero 4	Yeoman	6	3	3	8	Wrestle								70 000
9	siervo 1	Lineman	6	3	2	7	Fend								40 000
10	siervo 2	Lineman	6	3	2	7	Fend								40 000
11	Siervo3	Lineman	6	3	2	7	Fend								40 000
12	Siervo4	Lineman	6	3	2	7	Fend								40 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 0 2 0 2 2 20 930 000

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 0

Gate:

FAME:



Team Goods

Rerolls: 2 x 70 000 = 140 000

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: 20 000

Team Value (incl MNGs value): 1 130 000

Induced Value: 0

Match Value (TV for match): 1 130 000