

Dwarven Steel

Race: Dwarf

Head Coach: BrentG

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
2	Slayer 2	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull								90 000
3	Blitzer 1	Blitzer	5	3	3	9	Block, Thick Skull						1	5	80 000
4	Blitzer 2	Blitzer	5	3	3	9	Block, Thick Skull								80 000
5	Runner 1	Runner	6	3	3	8	Sure Hands, Thick Skull								80 000
6	Runner 2	Runner	6	3	3	8	Sure Hands, Thick Skull								80 000
7	Blocker 1	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
8	Blocker 2	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
9	Blocker 3	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
10	Blocker 4	Blocker	4	3	2	9	Block, Tackle, Thick Skull								70 000
11	Blocker 5	Blocker	4	3	2	9	Block, Tackle, Thick Skull					1		2	70 000

Total number of players next game: 10/10

Totals (excl TV for MNG players): 0 0 0 1 1 7 760 000

Induced Stars and Mercenaries	MA	ST	AG	AV	Skills	CP	TD	Int	Cas	MVP	SPP	Value

<p>Inducements (for next match)</p> <p>Bloodweiser Babes (0-2): ___ x 50 000</p> <p>Bribes (0-3): ___ x 100 000</p> <p>Extra Training (0-4): ___ x 100 000</p> <p>Halfling Master Chef (0-1): ___ x 300 000</p> <p>Wandering Apothecaries (0-2): ___ x 100 000</p> <p>Wizard (0-1): ___ x 150 000</p> <p>Card budget: x 0</p> <p>Gate:</p> <p>FAME:</p>		<p>Team Goods</p> <p>Rerolls: 3 x 50 000 = 150 000</p> <p>Fan Factor: 0 x 10 000 = 0</p> <p>Assistant Coaches: 0 x 10 000 = 0</p> <p>Cheerleaders: 0 x 10 000 = 0</p> <p>Apothecary: 0 x 50 000 = 0</p> <p>Treasury: 0</p> <p>Team Value (incl MNGs value): 910 000</p> <p>Induced Value: 0</p> <p>Match Value (TV for match): 910 000</p>
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MNG
 Journeyman
 New skill available
 Stat upgrade
 Stat downgrade

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