

Player	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	6	3	4	7	-1 Ma	MNG	1					1	70 000
2	7	3	4	7						1		2	70 000
3	7	3	4	7							1	5	70 000
4	7	3	4	7	Solitario								70 000
5	8	2	4	7	Atrapar, Esquivar, Carrera, Recepción Heroica		1	2				7	110 000
6	8	2	4	7	Atrapar, Esquivar, Carrera, Recepción Heroica		2	3			1	16	110 000
7	8	3	4	7	Pasar, Pase Seguro, +1 Ma		7			1	2	19	140 000
8	7	3	4	7	Pasar		5					5	90 000
9	8	3	4	7	Placar, Esquivar, Saltar, Placaje Defensivo				3	1		11	140 000
10	8	3	4	7	Placar, Esquivar, Saltar, Placaje Defensivo, Placaje Heroico				4	3	1	23	160 000
11	2	6	1	10	Solitario, Golpe Mortifero, Mantenerse Firme, Brazo Fuerte, Echar Raíces, Cabeza Dura, Lanzar Compañero de Equipo					2		4	120 000

Total number of players next game: 10/11

Totals (excl TV for MNG players): 16 12 0 8 5 93 1 080 000

Induced Stars and Mercenaries

MA ST AG AV Skills

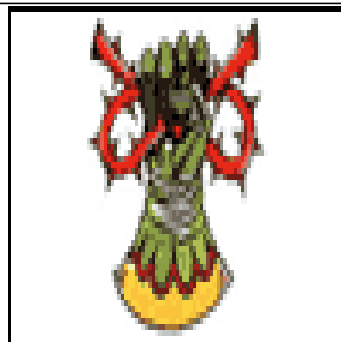
CP TD Int Cas MVP SPP Value

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:	0 x 50 000 =	0
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:		70 000
Team Value (incl MNGs value):		1 240 000
Induced Value:		0
Match Value (TV for match):		1 170 000