Minnusvalid Viktims

Race: Human

Head Coach: Micha

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Teddy	Thrower	6	3	3	8	Sure Hands, Pass, Leader		2	2		1	1	15	90 000
2	Adrian the Punisher	Blitzer	7	3	3	8	Block, Mighty Blow, Guard			1		3	2	20	130 000
3	Matt	Blitzer	6	3	3	8	Block, Guard, -1 Ma			1		1	2	15	110 000
4	Chad	Blitzer	7	3	3	8	Block, Mighty Blow, Tackle			1		7	1	23	130 000
5	Harrison	Blitzer	7	3	3	8	Block, Dodge			2		2		10	120 000
6	Piet	Catcher	8	2	3	7	Catch, Dodge, Block, Jump Up			5			1	20	100 000
7	Diggzzz	Catcher	8	2	3	7	Catch, Dodge, Block			2				6	80 000
9	Brian	Lineman	6	3	3	8	Block					3	1	11	70 000
10	Captain	Lineman	6	3	3	8	Block, 1 Ni					2	1	9	70 000
11	Gerald	Lineman	6	3	3	8	Block					2	1	10	70 000
12	Mike	Ogre	5	5	2	9	Loner, Bone-Head, Mighty Blow, Thick Skull, Throw Team-Mate, Guard					4	1	14	160 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 2 14 0 25 11 153 1 130 000

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:			

ROSTER BY OBBLM

Team Goods

Rerolls:	2	x	50 000	=	100 000
Fan Factor:	6	x	10 000	=	60 000
Assistant Coaches:	0	x	10 000	=	0
Cheerleaders:	0	x	10 000	=	0
Apothecary:	1	x	50 000	=	50 000
Treasury:					380 000
Team Value (incl MNGs value):					**1 340 000**
Induced Value:					**0**
Match Value (TV for match):					**1 340 000**

MNG · Journeyman · Used journeyman · New skill available · Stat upgrade · Stat downgrade

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