Dielheim Lions

Race: Human

Head Coach: Oli

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Swanson	Ogre	5	5	2	9	Loner, Bone head, Mighty Blow, Thick Skull, Throw Team-Mate, Guard, Stand Firm		0	0	0	4	4	28	180 000
2	Stafford	Thrower	6	3	3	8	Sure Hands, Pass, Accurate		4	0	0	1	0	6	90 000
3	Golladay	Catcher	9	2	3	7	Catch, Dodge, Nerves of Steel, +1 Ma		0	6	0	0	0	18	120 000
4	Redding	Catcher	8	2	3	7	Catch, Dodge		0	0	0	0	0	0	60 000
5	Abdullah	Blitzer	7	3	3	8	Block, Guard, Mighty Blow		0	1	0	6	2	25	130 000
6	Washington	Blitzer	7	3	3	8	Block, Guard, Dodge		0	2	0	3	1	17	140 000
7	Green	Blitzer	7	3	3	8	Block, Guard		0	1	0	1	1	10	110 000
8	Riddick	Blitzer	7	3	3	8	Block		0	0	0	0	0	0	90 000
9	Decker	Lineman	6	3	3	8	Guard		1	2	0	2	0	11	80 000
10	Mihalik	Lineman	6	3	3	8	Block		0	1	0	0	1	8	70 000
11	Cleary	Lineman	6	3	3	8	Kick		1	2	0	0	0	7	70 000
12	Wagner	Lineman	6	3	3	8	Block		0	1	0	2	0	7	70 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 6 16 0 19 9 137 1 210 000

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	
Gate:			
FAME:			

Team Goods

Rerolls:	5	x	50 000	=	250 000
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:					160 000
Team Value:					**1 570 000**
Induced Value:					**0**
Match Value (TV for match):					**1 570 000**

MNG Journeyman New skill available Stat upgrade Stat downgrade