Wir wollen nur spielen.

Race: Elf

Head Coach: Michael

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Galad	Blitzer	7	3	4	8	Block, Side step		0	0	0	1	1	7	110 000
2	Midur	Blitzer	7	3	4	8	Block, Side step		0	0	0	0	0	0	110 000
3	Gadur	Catcher	8	3	4	7	Catch, Nerves of Steel	MNG	0	1	0	0	0	3	100 000
4	Kendur	Catcher	8	3	4	7	Catch, Nerves of Steel		0	1	0	0	0	3	100 000
5	Gail	Catcher	8	3	4	7	Catch, Nerves of Steel, Dodge		0	3	0	0	1	14	120 000
7	Gadra	Thrower	6	3	4	7	Pass		4	0	0	0	0	4	70 000
8	Keniir	Thrower	6	3	4	7	Pass		3	0	0	0	0	3	70 000
9	Isil	Lineman	6	3	4	7	Guard	MNG	1	0	0	0	1	6	90 000
10	LoKen	Lineman	6	3	4	7			1	0	0	0	0	1	60 000
11	Yalen	Lineman	6	3	4	7			0	0	0	1	0	2	60 000
12	Gail	Lineman	6	3	4	7		MNG	1	0	0	0	0	1	60 000

Total number of players next game: 8/11

Totals (excl TV for MNG players): 10 5 0 2 3 44 700 000

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:	2	x	50 000	=	100 000
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:					90 000
Team Value:					**860 000**
Induced Value:					**0**
Match Value (TV for match):					**860 000**

MNG Journeyman New skill available Stat upgrade Stat downgrade