Downtown Swagger

Race: High Elf

Head Coach: Thorsten

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Harriet	Catcher	8	3	4	7	Catch, Dodge		2	1	0	0	1	10	110 000
2	Hermine	Catcher	9	3	4	7	Catch, +1 Ma		2	2	0	1	0	10	120 000
3	Galahad	Blitzer	7	3	4	8	Block		0	0	0	2	0	4	100 000
4	Parzival	Blitzer	7	3	4	8	Block, Dodge		0	1	0	0	1	8	120 000
5	Tristan	Thrower	6	3	4	8	Pass, Safe Throw		2	0	0	0	0	2	90 000
6	Caradoc	Lineman	6	3	3	8	-1 Ag	MNG	0	0	0	1	0	2	70 000
7	Dagonet	Lineman	6	3	4	8			0	0	0	1	0	2	70 000
8	Meleagant	Lineman	6	3	4	8			0	0	0	0	0	0	70 000
9	Ector	Lineman	6	3	4	8			0	0	0	0	0	0	70 000
10	Ywain	Lineman	6	3	4	8			0	0	0	0	0	0	70 000
11	Bedivere	Lineman	6	3	4	8			0	0	0	0	0	0	70 000

Total number of players next game: 10/11

Totals (excl TV for MNG players): 6 4 0 5 2 38 890 000

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:	3	x	50 000	=	150 000
Fan Factor:	2	x	10 000	=	20 000
Assistant Coaches:	0	x	10 000	=	0
Cheerleaders:	0	x	10 000	=	0
Apothecary:	0	x	50 000	=	0
Treasury:					20 000
Team Value:					**1 060 000**
Induced Value:					**0**
Match Value (TV for match):					**1 060 000**

MNG Journeyman New skill available Stat upgrade Stat downgrade