Veni Vidi Deadly

Race: Human

Head Coach: Ernedar

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Lineman	6	3	3	8									50 000
2	Unnamed	Lineman	6	3	3	8									50 000
3	Unnamed	Lineman	6	3	3	8		MNG							50 000
4	Unnamed	Lineman	6	3	3	8	1 Ni	MNG							50 000
5	Unnamed	Catcher	8	2	3	7	Catch, Dodge								70 000
6	Unnamed	Thrower	6	3	3	8	Sure Hands, Pass		2					2	70 000
7	Unnamed	Blitzer	7	3	3	7	Block, -1 Av	MNG				1		2	90 000
8	Unnamed	Blitzer	7	3	3	8	Block								90 000
9	Unnamed	Blitzer	7	3	3	8	Block								90 000
10	Unnamed	Blitzer	7	3	3	8	Block								90 000
11	Unnamed	Ogre	5	5	2	9	Loner, Bone Head, Mighty Blow, Thick Skull, Throw Team-Mate								140 000

Total number of players next game: 8/11

Totals (excl TV for MNG players): 2 0 0 1 0 4 650 000

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:	3	x	50 000	=	150 000
Fan Factor:	1	x	10 000	=	10 000
Assistant Coaches:	0	x	10 000	=	0
Cheerleaders:	0	x	10 000	=	0
Apothecary:	0	x	50 000	=	0
Treasury:					0
Team Value (incl MNGs value):					**1 000 000**
Induced Value:					**0**
Match Value (TV for match):					**810 000**

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

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