Basinga

Razza: Wood Elf

Head Coach: Baafs

#	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	Comp	TD	Int	Cas	MVP	SPP	Valore
1	Unnamed	Wardancer	8	3	4	7	Block, Dodge, Leap, Strip Ball*								120 000
2	Unnamed	Wardancer	8	3	4	7	Block, Dodge, Leap, Sure Hands*								120 000
3	Unnamed	Treeman	2	6	1	10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate								120 000
4	Unnamed	Catcher	8	2	4	7	Catch, Dodge, Sprint								90 000
5	Unnamed	Catcher	8	2	4	7	Catch, Dodge, Sprint								90 000
6	Unnamed	Catcher	8	2	4	7	Catch, Dodge, Sprint								90 000
7	Unnamed	Thrower	7	3	4	7	Pass, Leader*								90 000
8	Unnamed	Lineman	7	3	4	7									70 000
9	Unnamed	Lineman	7	3	4	7	Dodge*								70 000
10	Unnamed	Lineman	7	3	4	7	Dodge*								70 000
11	Unnamed	Lineman	7	3	4	7	Wrestle*								70 000

Total number of players next game: 11/11

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

Induced Stars and Mercenaries	MA	ST	AG	AV	Skills	CP	TD	Int	Cas	MVP	SPP	Value

Inducements (for next match)

Ragazze Bloodweiser (0-2):	__	x	50 000
Bustarelle (0-3):	__	x	100 000
Ritira Extra (0-4):	__	x	100 000
Capo Cuoco Halfling (0-1):	__	x	300 000
Wandering Apothecaries (0-2):	__	x	100 000
Mago (0-1):	__	x	150 000
Card budget:		x	0
Pubblico:			
Fattore Tifo:			

Team Goods

Ritira:	1	x	50 000	=	50 000
Tifosi:	0	x	10 000	=	0
Assistenti Allenatori:	0	x	10 000	=	0
Cheerleader:	0	x	10 000	=	0
Apotecario:	1	x	50 000	=	50 000
Cassa:					0
Valore assoluto (compresi i MNG):					**1 100 000**
Valore Inducement:					**0**
Valore attuale (per la partita):					**1 100 000**

MNG Journeyman Nuovo Avanzamento Miglioramento Peggioramento