Cure Ipnotiche XIII

Race: Elf

Head Coach: Morpao

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Lineman	6	3	4	7	Strip Ball*								60 000
2	Unnamed	Lineman	6	3	4	7	Dodge*								60 000
3	Unnamed	Lineman	6	3	4	7									60 000
4	Unnamed	Lineman	6	3	4	7									60 000
5	Unnamed	Lineman	6	3	4	7									60 000
6	Unnamed	Lineman	6	3	4	7									60 000
7	Unnamed	Thrower	6	3	4	7	Pass, Leader*								70 000
8	Unnamed	Catcher	8	3	4	7	Catch, Nerves of Steel, Dodge*, Frenzy*								100 000
9	Unnamed	Catcher	8	3	4	7	Catch, Nerves of Steel, Dodge*								100 000
10	Unnamed	Blitzer	7	3	4	8	Block, Side Step, Dodge*								110 000
11	Unnamed	Blitzer	7	3	4	8	Block, Side Step, Dodge*								110 000
12	Eldril Sidewinder	Star Player	0	0	0	0	Loner, Catch, Dodge, Hypnotic Gaze, Nerves of Steel, Pass Block								0

Total number of players next game: 12/12

Totals (excl TV for MNG players): 0 0 0 0 0 0 850 000

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
Card budget:		x	0
Gate:			
FAME:			

Team Goods

Rerolls:	1	x	50 000	=	50 000
Fan Factor:	0	x	10 000	=	0
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):					**900 000**
Induced Value:					**0**
Match Value (TV for match):					**900 000**

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

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