De Stijl_rookie

Race: Halfling

Head Coach: Steel

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Theo van Doesburg	Treeman	2	6	1	10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate, Timmm-ber!, Block					1	1	7	150 000
2	Gerrit Rietveld	Treeman	2	6	1	10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate, Timmm-ber!, Break Tackle					3		6	140 000
3	Mies van Der Rohe	Halflingcatcher	5	2	3	6	Dodge, Right Stuff, Stunty, Catch, Sprint								50 000
4	Walter Gropius	Halflingcatcher	5	2	3	6	Dodge, Right Stuff, Stunty, Catch, Sprint, Sure Feet			2				6	70 000
5	Piet Mondrian	Halflinghefty	5	2	3	7	Dodge, Fend, Stunty								50 000
7	Unnamed	Halflinghopeful	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
8	Unnamed	Halflinghopeful	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
9	Unnamed	Halflinghopeful	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
10	Unnamed	Halflinghopeful	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
11	Unnamed	Halflinghopeful	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
12	Unnamed	Halflinghopeful	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
13	Unnamed	Halflinghopeful	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
14	Unnamed	Halflinghopeful	5	2	3	6	Dodge, Right Stuff, Stunty								30 000
15	Ilya Bolotowsky	Halflinghopeful	5	3	4	6	Dodge, Right Stuff, Stunty, +1 St, +1 Ag			2			2	16	120 000

Total number of players next game: 14/14

Totals (excl TV for MNG players): 0 4 0 4 3 35 820 000

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	100 000
Wandering Apothecaries (0-2):	__	x	100 000
Card budget:		x	0
Gate:			
FAME:			

Team Goods

Rerolls:	2	x	60 000	=	120 000
Fan Factor:	2	x	10 000	=	20 000
Assistant Coaches:	0	x	10 000	=	0
Cheerleaders:	0	x	10 000	=	0
Apothecary:	1	x	50 000	=	50 000
Treasury:					240 000
Team Value (incl MNGs value):					**1 010 000**
Induced Value:					**0**
Match Value (TV for match):					**1 010 000**

MNG Journeyman Used journeyman New skill available Stat upgrade Stat downgrade

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