Rock N Bowl

Race: High Elf

Head Coach: Franken

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Anolio Culatelli	Blitzer	7	3	4	8	Block, Tackle, Dodge, Mighty Blow		5	7		7	1	45	170 000
2	CalenzAno	Blitzer	7	3	4	8	Block, Dodge, Side Step			3		1	2	21	140 000
2	Redemptor	Blitzer	6	3	5	8	Block, Dodge, Leap, +1 Ag, -1 Ma		7	5		2	3	42	180 000
3	GottaFeeling	Thrower	6	3	4	8	Pass, Safe Throw		2					2	90 000
3	Marsala	Thrower	6	3	4	8	Pass, Safe Throw, Dodge, Block, Accurate, Nerves of Steel		40	3		1	2	66	170 000
4	Buchesio	Catcher	8	3	4	7	Catch, Dodge, Block, Side Step, Frenzy, Dauntless		2	11		5	3	82	190 000
5	Tapioco	Catcher	8	3	5	7	Catch, Dodge, Wrestle, Strip Ball, Leap, +1 Ag		7	21		1	6	102	210 000
6	RovezzAno	Lineman	6	3	4	8	Guard		1			2	1	10	100 000
7	Unnamed	Thrower	6	3	4	8	Pass, Safe Throw		2					2	90 000
7	NebbiAno	Lineman	7	3	4	8	Dodge, Wrestle, +1 Ma			1		1	6	36	140 000
8	YokoAno	Lineman	6	3	4	8	Block, Dodge		1			2	2	16	110 000
9	Ziltoid	Lineman	6	3	4	8	Block, Guard		1	1		1	4	26	120 000
10	Mison Rotto	Lineman	6	3	4	8	Dirty Player, Dodge, Wrestle		2	1		1	5	31	130 000
11	Darius the Screamer	Lineman	6	3	4	8	Kick		1				1	6	90 000
12	Lothrianal, the target	Catcher	8	3	5	7	Catch, Dodge, Leap, Wrestle, Nerves of Steel, +1 Ag		11	17		1	3	79	220 000
13	Dimmerda 2, the Bro	Catcher	8	3	5	7	Catch, Dodge, Block, Leap, +1 Ag		5	13		5		55	190 000
15	Bona Marsà	Journeyman	6	3	4	8	Loner								70 000

Total number of players next game: 17/17

Totals (excl TV for MNG players): 87 83 0 30 39 621 2 410 000

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:	4	x	50 000	=	200 000
Fan Factor:	10	x	10 000	=	100 000
Assistant Coaches:	1	x	10 000	=	10 000
Cheerleaders:	1	x	10 000	=	10 000
Apothecary:	1	x	50 000	=	50 000
Treasury:					120 000
Team Value (incl MNGs value):					**2 780 000**
Induced Value:					**0**
Match Value (TV for match):					**2 780 000**

MNG Journeyman Used journeyman New skill available Stat upgrade Stat downgrade

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