

Leather Boyz VIII

Race: Dark Elf

Head Coach: mickael

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Blitzer	7	3	4	8	Block, Dodge*								100 000
2	Unnamed	Blitzer	7	3	4	8	Block, Dodge*								100 000
3	Unnamed	Blitzer	7	3	4	8	Block, Mighty Blow*								100 000
4	Unnamed	Witch Elf	7	3	4	7	Frenzy, Dodge, Jump Up, Wrestle*								110 000
5	Unnamed	Witch Elf	7	3	4	7	Frenzy, Dodge, Jump Up, Block*								110 000
6	Unnamed	Runner	7	3	4	7	Dump-Off, Leader*								80 000
7	Unnamed	Lineman	6	3	4	8									70 000
8	Unnamed	Lineman	6	3	4	8									70 000
9	Unnamed	Lineman	6	3	4	8									70 000
10	Unnamed	Lineman	6	3	4	8									70 000
11	Unnamed	Lineman	6	3	4	8	Wrestle*								70 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 0 0 0 0 0 0 0 950 000

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

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

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