

SVAT Team

Race: Elf

Head Coach: Kimagure

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Blitzer1	Blitzer	7	3	4	8	Block, Side Step					1	1	7	110 000
2	Blitzer2	Blitzer	7	3	4	8	Block, Side Step					2		4	110 000
3	Thrower1	Thrower	6	3	4	7	Pass, Accurate		7					7	90 000
4	Catcher1	Catcher	8	3	4	7	Catch, Nerves of Steel, Dodge, Block, Side Step		1	7			2	32	160 000
5	Catcher2	Catcher	8	3	5	7	Catch, Nerves of Steel, Dodge, +1 Ag		1	4			2	23	160 000
7	Line2	Lineman	6	3	4	7			1				1	6	60 000
8	Line3	Lineman	6	3	4	7						1		2	60 000
10	Line4	Lineman	6	3	4	7	Guard					1	1	7	90 000
11	Catcher3	Catcher	8	3	4	7	Catch, Nerves of Steel								100 000
12	Linea5	Lineman	6	3	4	7	Dodge, 1 Ni			1		2		7	80 000
13	Linea6	Lineman	6	3	4	7						1		2	60 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 10 12 0 8 7 97 1 080 000

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: 3 x 50 000 = 150 000
Fan Factor: 5 x 10 000 = 50 000
Assistant Coaches: 0 x 10 000 = 0
Cheerleaders: 0 x 10 000 = 0
Apothecary: 1 x 50 000 = 50 000
Treasury: 80 000
Team Value (incl MNGs value): 1 330 000
Induced Value: 0
Match Value (TV for match): 1 330 000

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

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