

# Slann Flancisco 49'els

Race: Slann

Head Coach: FaVi

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Maaar'cus Maaar'tin	Kroxigor	6	5	1	9	Loner, Bone-Head, Mighty Blow, Prehensile Tail, Thick Skull, Guard					3		6	160 000
2	Reee'ggie Bush	Lineman	6	3	3	8	Leap, Very Long Legs, Guard		3				1	8	90 000
3	Caaar'loos Hyyde	Lineman	6	3	3	8	Leap, Very Long Legs, Tackle		1			2	2	15	80 000
4	Brekk	Journeyman	6	3	3	8	Leap, Very Long Legs, Loner								60 000
5	Aaa'lex Boo'o'ne	Lineman	6	3	3	8	Leap, Very Long Legs	MNG					1	5	60 000
6	Eee'ric Peee'ars	Lineman	6	3	3	8	Leap, Very Long Legs			1				3	60 000
7	Breki	Journeyman	6	3	3	8	Leap, Very Long Legs, Loner								60 000
10	Aaan'quuu'aaan Boool'din	Catcher	7	2	4	7	Diving Catch, Leap, Very Long Legs, Dodge, Block, Side Step		11	6			1	34	140 000
11	Veeer'non Daaa'vis II.	Catcher	7	2	4	7	Diving Catch, Leap, Very Long Legs		2					2	80 000
14	Aaah'meed Brooks	Blitzer	7	3	4	8	Diving Tackle, Jump Up, Leap, Very Long Legs, Wrestle, +1 Ag			3		1	3	26	170 000
15	Naaa'Voo'o'rro Boow'maa	Blitzer	7	3	3	8	Diving Tackle, Jump Up, Leap, Very Long Legs								110 000
16	Aaan'too'o'iii'ne Beee'theee	Blitzer	7	3	3	8	Diving Tackle, Jump Up, Leap, Very Long Legs			1		1		5	110 000

Total number of players next game: 11/12

Totals (excl TV for MNG players): 17 11 0 7 8 104 1 120 000

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

Horatio X Schottenheim (0-1): \_\_\_ x 80 000

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

**Team Value (incl MNGs value): 1 430 000**

**Induced Value: 0**

**Match Value (TV for match): 1 370 000**

Treasury: 0

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**OBBLM**

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

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