Millennium Falcons

Race: High Elf

Head Coach: discret

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Sussurrus Morr	Lineman	6	3	4	8	Wrestle					2	1	9	90 000
3	Ibrahim Goddawn	Lineman	6	3	4	8	Dodge					1	1	7	90 000
4	Highelm Lyrpadre	Lineman	7	3	4	8	+1 Ma					1	1	7	100 000
5	Fanafriel Cleardawn	Lineman	6	3	4	8	Kick					1	2	12	90 000
6	Opaldawn Mardiell	Blitzer	7	3	4	8	Block, Tackle					1	2	12	120 000
7	Pjotr Siemowit	Blitzer	7	3	4	8	Block								100 000
9	Oakwarmth Salladrien	Catcher	8	3	4	7	Catch, Dodge, Block, Side Step		1	12		2		41	150 000
10	Cathdrien Waterfall	Lineman	6	3	4	8									70 000
11	Tall Erreden	Lineman	6	4	4	8	+1 St			1		1	1	10	120 000
12	Uléerien Morr	Catcher	8	3	4	7	Catch								90 000

Total number of players next game: 10/10

Totals (excl TV for MNG players): 1 13 0 9 8 98 1 020 000

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
Galandril Silverwater (0-1):	__	x	50 000
Card budget:		x	0
Gate:			
FAME:			

ROSTER BY OBBLM

Team Goods

Rerolls:	1	x	50 000	=	50 000
Fan Factor:	2	x	10 000	=	20 000
Assistant Coaches:	0	x	10 000	=	0
Cheerleaders:	0	x	10 000	=	0
Apothecary:	0	x	50 000	=	0
Team Value (incl MNGs value):					**1 090 000**
Induced Value:					**0**
Match Value (TV for match):					**1 090 000**
Treasury:					20 000

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

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