Mighty Spirit

Race: Human

Head Coach: enpoknor

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Bardun	Lineman	6	3	3	8	1 Ni	MNG					1	5	50 000
2	Hamria	Lineman	6	3	3	8									50 000
3	Debty	Lineman	6	3	3	8									50 000
4	Lafchael	Lineman	6	3	3	8							1	5	50 000
5	Ordfast	Lineman	6	3	3	8									50 000
6	Vidmuel	Lineman	6	3	3	8									50 000
11	Dicald	Blitzer	7	3	3	8	Block, Mighty Blow		1	1		1		6	110 000
12	Trewor	Blitzer	7	3	3	8	Block								90 000
13	Heta	Blitzer	7	3	3	8	Block, Guard					2	1	9	110 000
14	Ofred	Blitzer	7	3	3	8	Block			1		1		5	90 000
21	Mactheodu	Thrower	6	3	3	8	Sure Hands, Pass, Accurate		7				1	12	90 000
99	Joseph	Catcher	8	2	3	7	Catch, Dodge								60 000

Total number of players next game: 11/12

Totals (excl TV for MNG players): 8 2 0 4 4 42 800 000

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:			

ROSTER BY OBBLM



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):					**1 100 000**
Induced Value:					**0**
Match Value (TV for match):					**1 050 000**
Treasury:					60 000

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

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