

Sons of Anarchy

Race: Dark Elf

Head Coach: Aziraffael

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Jax	Blitzer	6	3	4	8	Block, Dodge, -1 Ma		3	1			1	11	120 000
2	Gemma	Witch Elf	8	3	4	7	Frenzy, Dodge, Jump Up, Tackle, Side Step, Block*, +1 Ma		1	3		3	3	31	180 000
3	Otto	Lineman	6	3	4	8	Guard					1	1	7	100 000
4	Piney	Lineman	6	3	4	8			1					1	70 000
5	Bobby	Lineman	6	3	4	8	Dodge		1				1	6	90 000
9	Clay	Blitzer	7	3	4	8	Block, Dodge		2	1			1	10	120 000
10	Chibs	Blitzer	7	3	4	8	Block, Dodge, Leap		1	7				22	140 000
11	Half-Sack	Lineman	5	3	4	8	Wrestle, -1 Ma		1				1	6	90 000
17	Wayne	Lineman	6	3	4	8			1					1	70 000
22	Happy	Blitzer	7	3	4	8	Block, Dodge, Leap		4	3		2	2	27	140 000
77	Opie	Lineman	6	3	4	8	Tackle, Block*		1				1	6	90 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 16 15 0 6 11 128 1 210 000

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: 4 x 50 000 = 200 000
 Fan Factor: 7 x 10 000 = 70 000
 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): 1 530 000
Induced Value: 0
Match Value (TV for match): 1 530 000
 Treasury: 70 000

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