SOA Redwood

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	Mr.President	Blitzer	7	3	4	8	Block, Dodge, Leap, Tackle		2	3		3	3	32	160 000
2	Lady Second	Witch Elf	7	3	4	7	Frenzy, Dodge, Jump Up, Block, Mighty Blow		1	2		4	2	25	160 000
3	Mr.Unholy One	Lineman	6	3	4	8									70 000
4	Mr.Man of Mayhem	Lineman	6	3	4	7	-1 Av								70 000
9	Mr.Vice President	Blitzer	7	3	4	8	Block, Dodge, Strip Ball, Leap		1	7		6	1	39	160 000
10	Mr.Sergeant at Arms	Blitzer	7	3	4	8	Block, Tackle		2			1	1	9	120 000
11	Mr.Nomad	Lineman	6	3	4	8	Kick		2	2	1			10	90 000
16	Mr.Samcro	Lineman	6	3	4	8	Block, Tackle					3	2	16	110 000
17	Mr.Sambel	Lineman	5	3	4	8	Block, Sure Feet, -1 Ma			1		4	1	16	110 000
22	Mr.Tresurer	Blitzer	7	3	4	8	Block, Tackle		1	1		2	1	13	120 000
66	Mr.Reaper	Assassin	6	3	4	7	Shadowing, Stab, Dodge			1			1	8	110 000
77	Mr.Prospect	Lineman	6	3	4	8									70 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 9 17 1 23 12 168 1 350 000

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:	4	x	50 000	=	200 000
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):					**1 650 000**
Induced Value:					**0**
Match Value (TV for match):					**1 650 000**
Treasury:					130 000

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

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