High Society

Race: High Elf

Head Coach: Punkpogoer

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Max Romeo	Lineman	6	3	4	8	Block			2				6	90 000
2	Burning Spear	Lineman	6	3	4	8	Block		1			2	2	15	90 000
3	Alpha Blondy	Lineman	6	3	4	8	Block		1				1	6	90 000
5	Richie Spice	Lineman	6	3	4	8	Block					2	1	9	90 000
6	Junior Reid II	Lineman	6	3	4	8									70 000
7	Pablo Moses Jr.	Lineman	6	3	4	8									70 000
8	Jah Cure Jr.	Lineman	6	3	4	8									70 000
11	Bob Marley	Thrower	6	3	4	8	Pass, Safe Throw, Block, Accurate, Dodge		28	1		1	3	48	150 000
13	Human Rights	Blitzer	7	4	4	8	Block, Dodge, Leap, +1 St		2	5	1	4	1	32	190 000
14	Peter Tosh	Blitzer	7	3	4	8	Block, Dodge		2	1			2	15	120 000
15	Pablo Moses	Catcher	8	3	4	7	Catch, Dodge, Block		3	3			1	17	130 000
16	Bunny Wailer Jr.	Catcher	8	3	4	7	Catch, Dodge, Nerves of Steel		3	5			1	23	140 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 40 17 1 9 12 171 1 300 000

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
Wizard (0-1):	__	x	0
Card budget:		x	0
Gate:			
FAME:			

ROSTER BY OBBLM

Team Goods

Rerolls:	3	x	50 000	=	150 000
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
Treasury:					0
Team Value (incl MNGs value):					**1 570 000**
Induced Value:					**0**
Match Value (TV for match):					**1 570 000**

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

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