Buddy's Buddies

Race: Elf

Head Coach: Ziggens

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	He Who Throws	Thrower	6	3	4	7	Pass, Nerves of Steel, Block		11				1	16	110 000
2	He Who Throws Also	Thrower	7	3	4	7	Pass, Accurate, Block, +1 Ma		19				3	34	140 000
3	He Who Blitzes 2	Blitzer	7	3	4	8	Block, Side Step								110 000
4	He Who Blitzes Also	Blitzer	7	3	4	8	Block, Side Step, Dodge, Tackle			1		4	2	21	150 000
7	He Who Catches	Catcher	8	3	4	7	Catch, Nerves of Steel, Block, Dodge			5		1	1	22	140 000
8	He Who Catches Also	Catcher	10	3	4	7	Catch, Nerves of Steel, Block, +2 Ma		1	8			3	40	180 000
12	He Who Mans The Line I	Lineman	6	3	4	7	1 Ni								60 000
13	He Who Mans The Line II	Lineman	6	3	4	7									60 000
15	He Who Catches As Well	Catcher	8	3	4	7	Catch, Nerves of Steel, Block		1				2	11	120 000
17	He Who Mans The Line IV	Lineman	6	3	4	7									60 000
18	He Catches	Catcher	9	3	4	7	Catch, Nerves of Steel, +1 Ma		1			1	1	8	130 000

Total number of players next game: 11/11

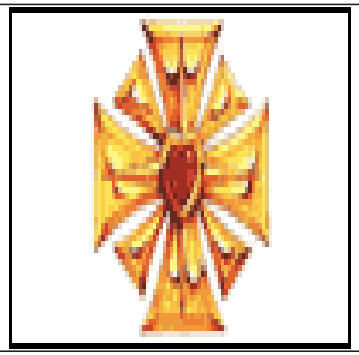
Totals (excl TV for MNG players): 33 14 0 6 13 152 1 260 000

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:	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
Treasury:					120 000
Team Value (incl MNGs value):					**1 510 000**
Induced Value:					**0**
Match Value (TV for match):					**1 510 000**

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

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