Death Jesters Resurrection

Race: Dark Elf

Head Coach: horekim

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Blitzer	7	3	4	8	Block, Dodge*								100 000
2	Unnamed	Blitzer	7	3	4	8	Block, Dodge*								100 000
3	Unnamed	Blitzer	7	3	4	8	Block, Dodge*								100 000
4	Unnamed	Witch Elf	7	3	4	7	Frenzy, Dodge, Jump Up, Block*								110 000
5	Unnamed	Witch Elf	7	3	4	7	Frenzy, Dodge, Jump Up, Wrestle*								110 000
6	Unnamed	Runner	7	3	4	7	Dump-Off, Dodge*								80 000
7	Unnamed	Lineman	6	3	4	8									70 000
8	Unnamed	Lineman	6	3	4	8									70 000
9	Unnamed	Lineman	6	3	4	8									70 000
10	Unnamed	Lineman	6	3	4	8									70 000
11	Unnamed	Lineman	6	3	4	8									70 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 0 0 0 0 0 0 950 000

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	150 000
Card budget:		x	0
Gate:			
FAME:			

ROSTER BY OBBLM

Team Goods

Rerolls:	2	x 50 000	=	100 000
Fan Factor:	0	x 10 000	=	0
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):				**1 100 000**
Induced Value:				**0**
Match Value (TV for match):				**1 100 000**

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

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