

Baersonling Tribe Elite

Race: Norse

Head Coach: SextonCrikey

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
2	Hangman Page	Norse Werewolf	6	4	2	8	Frenzy								110 000
3	Kenny Omega	Norse Werewolf	6	4	2	8	Frenzy								110 000
4	Cody	Blitzer	6	3	3	7	Block, Frenzy, Jump Up								90 000
6	Flip Gordon	Lineman	6	3	3	7	Block								50 000
7	Adam Cole	Lineman	6	3	3	7	Block								50 000
8	Fat Masa	Lineman	6	3	3	7	Block								50 000
9	Chase Owens	Lineman	6	3	3	7	Block								50 000
10	Yujiro Takahashi	Lineman	6	3	3	7	Block								50 000
11	Kota Ibushi	Lineman	6	3	3	7	Block								50 000
12	Stephen Amell	Lineman	6	3	3	7	Block								50 000
13	Joey Ryan	Lineman	6	3	3	7	Block								50 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 0 0 0 0 0 0 0 710 000

Induced Stars and Mercenaries	MA	ST	AG	AV	Skills	CP	TD	Int	Cas	MVP	SPP	Value

<p>Inducements (for next match)</p> <p>Bloodweiser Babes (0-2): ___ x 50 000</p> <p>Bribes (0-3): ___ x 100 000</p> <p>Extra Training (0-4): ___ x 100 000</p> <p>Halfling Master Chef (0-1): ___ x 300 000</p> <p>Wandering Apothecaries (0-2): ___ x 100 000</p> <p>Wizard (0-1): ___ x 150 000</p> <p>Card budget: x 0</p> <p>Gate:</p> <p>FAME:</p>		<p>Team Goods</p> <p>Rerolls: 4 x 60 000 = 240 000</p> <p>Fan Factor: 0 x 10 000 = 0</p> <p>Assistant Coaches: 0 x 10 000 = 0</p> <p>Cheerleaders: 0 x 10 000 = 0</p> <p>Apothecary: 1 x 50 000 = 50 000</p> <p>Treasury: 0</p> <p>Team Value (incl MNGs value): 1 000 000</p> <p>Induced Value: 0</p> <p>Match Value (TV for match): 1 000 000</p>
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■ MNG ■ Journeyman □ New skill available ■ Stat upgrade ■ Stat downgrade

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