

NO REROLL BUTT RAKKEN RULE

Race: Dark Elf

Head Coach: Dead Elviss

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	MUD HONEY	Blitzer	7	3	4	8	Blocage, Esquive		2	2				8	120 000
2	RED FANG	Blitzer	7	3	4	8	Blocage						1	5	100 000
3	CLUTCH	Blitzer	7	3	4	9	Blocage, Esquive, +1 Av		1	5	1	3		24	150 000
5	KYUSS	Lineman	6	3	4	9	+1 Av		2		1	1	1	11	100 000
6	SISSIK STUFF	Lineman	6	3	4	8									70 000
7	MELVIN	Lineman	6	3	4	8		2						2	70 000
8	SOUL FLY	Lineman	5	3	4	8	-1 Ma								70 000
9	STEEL PANTHER	Lineman	6	3	4	7	-1 Av					1		2	70 000
10	HERMANO	Lineman	6	3	4	8						1		2	70 000
11	UNIDA	Lineman	6	3	4	8	Blocage			1		1	1	10	90 000
12	FAUX MANCHOT	Lineman	6	3	4	8	Blocage				1	1	1	9	90 000
13	GRAVIARD	Lineman	6	3	4	8									70 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 7 8 3 8 4 73 1 070 000

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:



Team Goods

Rerolls: 0 x 50 000 = 0

Fan Factor: 2 x 10 000 = 20 000

Assistant Coaches: 2 x 10 000 = 20 000

Cheerleaders: 2 x 10 000 = 20 000

Apothecary: 1 x 50 000 = 50 000

Treasury: 80 000

Team Value (incl MNGs value): 1 180 000

Induced Value: 0

Match Value (TV for match): 1 180 000

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

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