

# Most Noble Knights

Race: High Elf

Head Coach: Torsten

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Marchsedar Shiningmoon	Thrower	6	3	4	8	Pass, Safe Throw, Accurate, 1 Ni		5				1	10	110 000
2	Hithsinail Lightwing	Catcher	8	3	4	7	Catch, Block			3				14	110 000
5	Lothriis Palewand	Blitzer	7	3	4	8	Block, Dodge		1	1		1		6	120 000
6	Glorsoldhil Strongtower	Blitzer	6	3	4	8	Block, -1 Ma					2		4	100 000
7	Finralnan Silverhair	Lineman	6	3	4	8	Block					1	1	7	90 000
8	Hethsolnaen Greendale	Lineman	6	3	4	8			1					1	70 000
9	Calulael Kindheart	Lineman	6	3	4	8									70 000
10	Torsorea Keensight	Lineman	6	3	4	8									70 000
11	Finranlael Soaringleaf	Lineman	6	3	4	8									70 000
12	Menrannair Palemoon	Lineman	5	3	3	8	-1 Ma, -1 Ag								70 000
16	Belsoriol Surehand II	Catcher	8	3	4	7	Catch								90 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 7 4 0 4 2 42 970 000

## 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
Halfing 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:		



### Team Goods

Rerolls:	2	x	50 000	=	100 000
Fan Factor:	2	x	10 000	=	20 000
Assistant Coaches:	0	x	10 000	=	0
Cheerleaders:	0	x	10 000	=	0
Apothecary:	1	x	50 000	=	50 000
Treasury:					20 000
<b>Team Value (incl MNGs value):</b>					<b>1 140 000</b>
<b>Induced Value:</b>					<b>0</b>
<b>Match Value (TV for match):</b>					<b>1 140 000</b>

ROSTER BY  
**OBBLM**

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

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