

The 2nd Shadows

Race: Dark Elf

Head Coach: Ralph

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Wolf Wundcreme	Blitzer	7	4	4	8	Block, Guard, +1 St			2		1	2	18	180 000
3	Arnd Warzenbäcker	Blitzer	7	3	4	7	Block, Dodge, Tackle, -1 Av		1	2			2	17	140 000
4	Silver Stahlbogen	Blitzer	7	3	4	8	Block, Guard		1			1	1	8	130 000
5	John Trafovolt	Runner	7	3	4	7	Dump-Off, Leader, 1 Ni	MNG		2			1	11	100 000
7	Mook Chorrys	Assassin	6	3	4	7	Shadowing, Stab								90 000
8	Brettis Pitty	Assassin	6	3	4	7	Shadowing, Stab								90 000
10	Sieg-Glory Beaver	Witch Elf	7	3	4	7	Frenzy, Dodge, Jump Up, Block			3			1	14	130 000
12	Mel Gibbsbein	Lineman	6	3	4	8		MNG							70 000
13	Tommy Hängt	Lineman	6	3	4	8				1			1	8	70 000
55	Journeyman I	Journeyman	6	3	4	8	Loner								70 000
66	Journeyman II	Journeyman	6	3	4	8	Loner								70 000

Total number of players next game: 9/11

Totals (excl TV for MNG players): 2 10 0 2 8 76 970 000

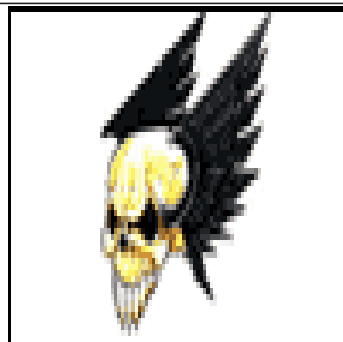
Induced Stars and Mercenaries

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: 7 x 10 000 = 70 000
 Assistant Coaches: 1 x 10 000 = 10 000
 Cheerleaders: 1 x 10 000 = 10 000
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 130 000
Team Value (incl MNGs value): 1 380 000
Induced Value: 0
Match Value (TV for match): 1 210 000

ROSTER BY
OBBLM

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

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