

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			3		3	2	25	180 000
3	Arnd Warzenbäcker	Blitzer	7	3	4	7	Block, Dodge, Tackle, -1 Av		1	3			2	20	140 000
4	Silver Stahlbogen	Blitzer	7	3	4	8	Block, Guard		1	1		1	1	11	130 000
5	John Trafovolt	Runner	7	3	4	7	Dump-Off, Leader, 1 Ni			2			1	11	100 000
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, Dauntless			3			2	19	150 000
12	Mel Gibsbein	Lineman	6	3	4	8									70 000
13	Tommy Hängt	Lineman	6	3	4	8	Wrestle			1			1	8	90 000
44	Unnamed	Journeyman	6	3	4	8	Loner								70 000
55	Unnamed	Journeyman	6	3	4	8	Loner								70 000
66	Unnamed	Journeyman	6	3	4	8	Loner	MNG							70 000
77	Unnamed	Journeyman	6	3	4	8	Loner								70 000
88	Unnamed	Journeyman	6	3	4	8	Loner								70 000

Total number of players next game: 12/13

Totals (excl TV for MNG players): 2 13 0 4 9 94 1 230 000

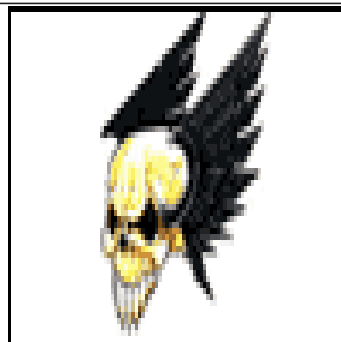
Induced Stars and Mercenaries

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 0
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 3 x 50 000 = 150 000
 Fan Factor: 6 x 10 000 = 60 000
 Assistant Coaches: 1 x 10 000 = 10 000
 Cheerleaders: 1 x 10 000 = 10 000
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 70 000
Team Value (incl MNGs value): 1 580 000
Induced Value: 0
Match Value (TV for match): 1 510 000

ROSTER BY
OBBLM

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

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