

Bloodymore Ravens

Race: Dark Elf

Head Coach: Tim

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Nucrekous Hellstride	Blitzer	7	3	4	8	Block		1	0	0	0	0	1	100 000
2	Qakes Deatheyes	Blitzer	7	3	4	8	Block, Dodge		0	3	0	1	0	11	120 000
3	Noroth Nightfury	Blitzer	7	3	4	8	Block		1	1	0	0	0	4	100 000
8	Journeyman	Journeyman	6	3	4	8	Loner		0	0	0	0	0	0	70 000
9	Gaunaut Gloomshadow	Lineman	6	3	4	8	Dodge		1	1	0	0	1	9	90 000
10	Anakin Ashgrip	Lineman	6	3	4	8	Block		0	2	0	1	0	8	90 000
11	Nerarcous Rainstride	Lineman	6	3	4	8	Block		1	0	0	0	1	6	90 000
12	Toraut Nightgrip	Lineman	6	3	4	8			0	0	0	0	0	0	70 000
13	Cochoth Battleblade	Lineman	6	3	4	8	Dodge		2	0	0	0	1	7	90 000
14	Mivrath Nethertaker	Lineman	6	3	4	8			3	0	0	0	0	3	70 000
15	Kigus Hazescar	Lineman	6	3	4	8			1	0	0	0	0	1	70 000
16	Journeyman	Journeyman	6	3	4	8	Loner		0	0	0	0	0	0	70 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 10 7 0 2 3 50 1 030 000

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 150 000
 Card budget: x
 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: 140 000
Team Value: 1 200 000
Induced Value: 0
Match Value (TV for match): 1 200 000

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