

Black And Witches

Race: Dark Elf

Head Coach: discret

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Venom of Praetta	Witch Elf	7	3	4	7	Frenzy, Dodge, Jump Up, Juggernaut			2		2		10	140 000
2	Hawthorn Tullaris	Blitzer	7	3	4	8	Block, Strip Ball			1		2	1	12	120 000
3	Elijah Doom	Blitzer	6	3	4	8	Block, Dodge, -1 Ma					2	1	9	120 000
4	Jeremiah Malice	Blitzer	7	3	4	8	Block, Dodge, Side Step		3	2		3	1	20	140 000
5	Asperon Thorn	Lineman	6	3	4	8	Kick, Dodge		4	2		1	3	27	110 000
6	Elon Surespite	Lineman	6	3	4	8	Dodge		2	1			2	15	90 000
7	Itaka Beduin	Witch Elf	7	3	4	7	Frenzy, Dodge, Jump Up		1	1				4	110 000
8	Rancour Orvarrin	Blitzer	7	3	4	7	Block, Tackle, -1 Av			2		1	1	13	120 000
10	Odium Khan	Lineman	6	3	4	8	Dodge			2		2	1	15	90 000
11	Malachi Pique II	Lineman	6	3	4	8									70 000
13	Toomas Venoom	Assassin	6	3	4	6	Shadowing, Stab, -1 Av	MNG							90 000
99	DE1	Journeyman	6	3	4	8	Loner								70 000

Total number of players next game: 11/12

Totals (excl TV for MNG players): 10 13 0 13 10 125 1 180 000

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
 Horatio X Schottenheim (0-1): ___ x 80 000
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 2 x 50 000 = 100 000
 Fan Factor: 8 x 10 000 = 80 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
Team Value (incl MNGs value): 1 500 000
Induced Value: 0
Match Value (TV for match): 1 410 000
 Treasury: 170 000

ROSTER BY
OBBLM

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

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