

Teszt Vampir

Race: Vampire

Head Coach: Kopida

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Vampire1	Vampire Blitzers	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration					1		2	110 000
7	Thrall1	Thrall Linemen	6	3	3	7									40 000
8	Thrall2	Thrall Linemen	6	3	3	7				1				3	40 000
9	Thrall3	Thrall Linemen	6	3	3	7	1 Ni					1		2	40 000
10	Thrall4	Thrall Linemen	6	3	3	7				1				3	40 000
11	Thrall5	Thrall Linemen	6	3	3	7	Block				1	2	1	12	60 000
12	Thrall6	Thrall Linemen	6	3	3	7	1 Ni					1	1	7	40 000
13	Thrall7	Thrall Linemen	6	3	3	7	1 Ni		1					1	40 000
14	Thrall8	Thrall Linemen	6	3	3	7							1	5	40 000
15	Thrall9	Thrall Linemen	6	3	3	7							2	10	40 000
16	Thrall10	Thrall Linemen	6	3	3	7									40 000
17	Thrall11	Thrall Linemen	6	3	3	7				1			1	8	40 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 1 4 0 5 6 53 570 000

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: 6 x 70 000 = 420 000
 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
 Compensation: -100 000
Team Value (incl MNGs value): 1 020 000
Induced Value: 0
Match Value (TV for match): 1 020 000
 Treasury: 110 000

ROSTER BY
OBBLM

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

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