Karond Kar Widowmakers

Race: Dark Elf

Head Coach: Vihar

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Gallievo Belmont	Blitzer	7	3	4	8	Block, Dodge, Dauntless			4			1	17	140 000
2	Teliron Maebolgia	Blitzer	7	3	4	8	Block		1	1		1		6	100 000
3	Alernass Bloodrose	Blitzer	6	3	4	8	Block, Dodge, Tackle, -1 Ma			3		5	1	24	140 000
4	Maevin Kyrrenthia	Blitzer	7	3	4	8	Block, Dodge, Side Step			5		3	1	26	140 000
5	Viresa Sendal	Witch Elf	7	3	4	7	Frenzy, Dodge, Jump Up, Wrestle			2		2		10	130 000
6	Lildena Saeniakali	Witch Elf	7	3	4	7	Frenzy, Dodge, Jump Up								110 000
8	Santiago Chaosbreather	Runner	7	3	4	7	Dump-Off, Pass, Dodge, Block		14			2	5	43	140 000
10	Elkhazel	Lineman	5	4	4	8	Block, +1 St, -1 Ma	MNG	2	2		2	2	22	140 000
11	Ninleyn	Lineman	4	3	4	8	-2 Ma					1		2	70 000
12	Oacenth	Lineman	6	3	4	8									70 000
15	Durothil	Lineman	6	3	4	8	Kick, Dodge		2	2			4	28	110 000

Total number of players next game: 10/11

Totals (excl TV for MNG players): 19 19 0 16 14 178 1 150 000

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:			

ROSTER BY OBBLM

Team Goods

Rerolls:	3	x	50 000	=	150 000
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):					**1 570 000**
Induced Value:					**0**
Match Value (TV for match):					**1 430 000**
Treasury:					270 000

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

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