

# Drukhari Danger

Race: Dark Elf

Head Coach: Messor

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Fraemahr	Lineman	6	3	4	8	Guard		1			1	1	8	100 000
2	Dragard	Lineman	6	3	4	8	Guard		1				1	6	100 000
3	Faharrihz	Lineman	6	3	4	8			1			1		3	70 000
4	Ezarmor	Lineman	6	3	4	8	1 Ni			1				3	70 000
5	Tyborr	Lineman	6	3	4	8			1					1	70 000
6	Izrasyr	Lineman	6	3	4	8			1					1	70 000
7	Tezakei	Runner	7	3	4	7	Dump-Off, Dodge, Block		2	5			1	22	120 000
8	Fraekos	Blitzer	7	3	4	8	Block, Dodge, Tackle		1	1		5	1	19	140 000
9	Asdrukos	Blitzer	7	3	4	8	Block, Dodge, Tackle	MNG		3		2	1	18	140 000
10	Izrashar	Blitzer	7	3	4	8	Block, Dodge			2		1		8	120 000
11	Arzurmahr	Blitzer	7	3	4	8	Block, Tackle					3	1	11	120 000
12	Lady Malys	Witch Elf	7	3	4	7	Frenzy, Dodge, Jump Up, Wrestle			2		1		8	130 000

Total number of players next game: 11/12

Totals (excl TV for MNG players): 8 14 0 14 6 108 1 110 000

## 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: 3 x 50 000 = 150 000  
 Fan Factor: 5 x 10 000 = 50 000  
 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): 1 360 000**  
 Treasury: 40 000

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**OBBLM**

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

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