

# Avelorn Aristocrats

Race: High Elf

Head Coach: Swifty

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Calran III	Blitzer	7	3	4	8	Block								100 000
2	Sinsyne Thence	Blitzer	6	3	4	8	Block, Mighty Blow, -1 Ma			3		1		11	130 000
3	Grandor	Lineman	5	3	4	8	Wrestle, -1 Ma		1			1	2	13	90 000
4	Halnar	Lineman	6	3	4	8	Wrestle, Jump Up			1		1	3	20	110 000
7	Lendriassion	Thrower	6	3	4	8	Pass, Safe Throw, Accurate		14					14	110 000
8	Sinthas	Lineman	6	3	4	8	1 Ni			1	1			5	70 000
9	Devidnir III	Lineman	6	3	4	8	Guard		1				1	6	100 000
10	Swifty Solosan	Catcher	8	3	4	7	Catch, Dodge, +1 Ma, -1 Ma		1	8		1	1	32	140 000
11	Alariel	Catcher	8	3	4	6	Catch, Dodge, Wrestle, -1 Av		1	5		1	2	28	130 000
13	Ulthir	Lineman	6	3	4	8					1	1		4	70 000
19	Everroi	Catcher	8	3	4	7	Catch			1			1	8	90 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 18 19 2 6 10 141 1 140 000

## 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  
 Galandril Silverwater (0-1): \_\_\_ x 50 000  
 Card budget: x 0

Gate:  
FAME:

### 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): 1 420 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 420 000**  
 Treasury: 80 000

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