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:			

ROSTER BY OBBLM

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

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

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