

Death Jesters Resurrection

Race: Dark Elf

Head Coach: horekim

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Blitzer	7	3	4	8	Block, Dodge*								100 000
2	Unnamed	Blitzer	7	3	4	8	Block, Dodge*								100 000
3	Unnamed	Blitzer	7	3	4	8	Block, Dodge*								100 000
4	Unnamed	Witch Elf	7	3	4	7	Frenzy, Dodge, Jump Up, Block*								110 000
5	Unnamed	Witch Elf	7	3	4	7	Frenzy, Dodge, Jump Up, Wrestle*								110 000
6	Unnamed	Runner	7	3	4	7	Dump-Off, Dodge*								80 000
7	Unnamed	Lineman	6	3	4	8									70 000
8	Unnamed	Lineman	6	3	4	8									70 000
9	Unnamed	Lineman	6	3	4	8									70 000
10	Unnamed	Lineman	6	3	4	8									70 000
11	Unnamed	Lineman	6	3	4	8									70 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 0 0 0 0 0 0 0 950 000

Induced Stars and Mercenaries	MA	ST	AG	AV	Skills	CP	TD	Int	Cas	MVP	SPP	Value

<p>Inducements (for next match)</p> <p>Bloodweiser Babes (0-2): ___ x 50 000</p> <p>Bribes (0-3): ___ x 100 000</p> <p>Extra Training (0-4): ___ x 100 000</p> <p>Halfing Master Chef (0-1): ___ x 300 000</p> <p>Wandering Apothecaries (0-2): ___ x 100 000</p> <p>Wizard (0-1): ___ x 150 000</p> <p>Card budget: x 0</p> <p>Gate:</p> <p>FAME:</p>		<p>Team Goods</p> <p>Rerolls: 2 x 50 000 = 100 000</p> <p>Fan Factor: 0 x 10 000 = 0</p> <p>Assistant Coaches: 0 x 10 000 = 0</p> <p>Cheerleaders: 0 x 10 000 = 0</p> <p>Apothecary: 1 x 50 000 = 50 000</p> <p>Treasury: 0</p> <p>Team Value (incl MNGs value): 1 100 000</p> <p>Induced Value: 0</p> <p>Match Value (TV for match): 1 100 000</p>
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■ MNG ■ Journeyman □ New skill available ■ Stat upgrade ■ Stat downgrade

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