

Le giovani Khermotte

Race: Khemri

Head Coach: Baafs

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Qvhi	Tomb Guardian	4	5	1	9	Decay, Regeneration, Block, I*					5	1	15	130 000
2	Qvho II	Tomb Guardian	4	5	1	9	Decay, Regeneration								100 000
3	Qvha	Tomb Guardian	4	5	1	9	Decay, Regeneration, Mighty Blow, Block, I*					6	2	22	150 000
4	Chih'C'Hoh	Tomb Guardian	4	5	1	9	Decay, Regeneration, Mighty Blow, Guard, I*					4	2	18	140 000
5	Phap'Eh'Rhinik	Thro-Ra	6	3	2	7	Pass, Regeneration, Sure Hands, Block, Dodge, I*		1	6				19	120 000
6	Unnamed	Thro-Ra	6	3	2	7	Pass, Regeneration, Sure Hands, I*		1					1	70 000
7	Phap'Eh'Roneh	Blitz-Ra	6	4	2	8	Block, Regeneration, I*, +1 St					3	1	11	140 000
8	Rhokh'Eh'Rdhuk	Blitz-Ra	6	3	2	8	Block, Regeneration, Guard, Mighty Blow, I*			1		2	2	17	130 000
9	Phap'Eh'Rhinoh	Skeleton	5	3	2	7	Regeneration, Thick Skull								40 000
11	Ghas'Th'Honeh	Skeleton	5	3	2	7	Regeneration, Thick Skull								40 000
12	Pikoh'Dehp'Haperhis	Skeleton	5	3	2	7	Regeneration, Thick Skull, I*					1		2	40 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 2 7 0 21 8 105 1 100 000

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
 Igor (0-1): ___ x 100 000
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 3 x 70 000 = 210 000
 Fan Factor: 2 x 10 000 = 20 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0

Treasury: 110 000

Team Value (incl MNGs value): 1 330 000

Induced Value: 0

Match Value (TV for match): 1 330 000

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

Please consider donating to the OBBLM project if you enjoy this software and wish to support further development and maintenance. For more information visit nicholasmr.dk