

Serenity Pirates

Race: Dark Elf

Head Coach: Phoenix

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Steve Dark	Lineman	5	3	4	7	-1 Ma, -1 Av								70 000
2	Vinny The Slick	Lineman	6	3	4	8	Block		1			1	1	8	90 000
3	Mike Mighty	Lineman	6	3	4	8	Block		1		1		1	8	90 000
4	Simon Shitty	Lineman	5	3	4	8	-1 Ma			1				3	70 000
5	Cody Ciucciazolle	Lineman	6	3	4	8	Block		1				1	6	90 000
6	John Gold	Blitzer	7	3	5	8	Block, Dodge, +1 Ag		1	2		3	2	23	160 000
7	Martin Drake	Blitzer	7	3	4	8	Block, Dodge, Tackle		1	2		2	1	16	140 000
8	Danny Dirty	Assassin	6	3	4	7	Shadowing, Stab, Dodge		1				1	6	110 000
9	Nigel Katten	Assassin	6	3	4	6	Shadowing, Stab, -1 Av								90 000
12	William Vane	Blitzer	7	3	4	8	Block, Dodge		1	2			1	12	120 000
13	Artax Teach	Blitzer	7	3	4	8	Block, Dodge, Tackle		1	3		3	1	21	140 000
14	Irene Savior	Witch Elf	7	3	4	7	Frenzy, Dodge, Jump Up, Block, Side Step		1	5		2	1	25	150 000
16	Unnamed	Lineman	6	3	4	8									70 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 9 15 1 11 10 128 1 390 000

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
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 3 x 50 000 = 150 000
 Fan Factor: 6 x 10 000 = 60 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 100 000
Team Value (incl MNGs value): 1 650 000
Induced Value: 0
Match Value (TV for match): 1 650 000

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

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