

# Har Ganeth Horrors

Race: Dark Elf

Head Coach: Will

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Gunok Voidreaver	Blitzer	7	3	4	8	Block, Dodge, Side Step			5		1	1	22	140 000
2	Vogrouth Emberaxe	Blitzer	7	3	5	8	Block, Dodge, +1 Ag			5		2	2	29	160 000
3	Cirzos Grimbleeder	Blitzer	7	3	4	8	Block								100 000
4	Qougik Rainblade	Blitzer	7	3	4	8	Block, Dodge		1	1		2		8	120 000
5	Filesh Doomeye	Witch Elf	7	3	4	7	Frenzy, Dodge, Jump Up, Wrestle			1			2	13	130 000
6	Lasah Darkgrip	Witch Elf	7	3	4	7	Frenzy, Dodge, Jump Up, Block, Side Step			1		3	2	19	150 000
7	Cevac Rainscar	Runner	7	3	4	7	Dump-Off, Block, Dodge, Side Step, Guard		7	9		2	3	53	170 000
8	Kaner Wildeye	Runner	7	3	4	7	Dump-Off, Nerves of Steel, Sure Hands		6	2		1	3	29	120 000
10	Rilkot Dreadhand	Lineman	6	3	4	8						1		2	70 000
11	Celas Hellstriker	Lineman	6	3	4	8						2		4	70 000
12	Nolgat Ashgrip	Lineman	6	3	4	8				1		1		5	70 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 14 25 0 15 13 184 1 300 000

## 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 0  
 Bribes (0-3): \_\_\_ x 100 000  
 Extra Training (0-4): \_\_\_ x 100 000  
 Halfing Master Chef (0-1): \_\_\_ x 300 000  
 Wandering Apothecaries (0-2): \_\_\_ x 100 000  
 Wizard (0-1): \_\_\_ x 0  
 Card budget: x 0

Gate:  
FAME:



### Team Goods

Rerolls: 3 x 50 000 = 150 000  
 Fan Factor: 11 x 10 000 = 110 000  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 1 x 50 000 = 50 000

Treasury: 220 000

**Team Value (incl MNGs value): 1 610 000**

**Induced Value: 0**

**Match Value (TV for match): 1 610 000**

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**OBBLM**

■ MNG ■ Journeyman □ New skill available ■ Stat upgrade ■ Stat downgrade

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