Race: **Dark Elf** Team Name: **Dark Thinking** Coach: **Gunnar**

Nr.	Name	Position	max	MA	ST	AG	AV	Skills, Permanent Injuries	Status	CP	TD	IN	CS	VP	SP	Value
1	Rashanras	Blitzer	1/4	7	3	4	8	Block, New Skill		1	1		1		6	100.000
2	Caphalor	Blitzer	2/4	7	3	4	8	Block, New Skill		1	1		1		6	100.000
3	Enoïla	Witch Elf	1/2	7	3	4	7	Frenzy, Dodge, Jump Up		1					1	110.000
4	Raleeha	Witch Elf	2/2	7	3	4	7	Frenzy, Dodge, Jump Up		1					1	110.000
5	Jiphulor	Runner	1/2	7	3	4	7	Dump Off		4					4	80.000
6	Nostaroï	Runner	2/2	**8**	3	4	7	Dump Off, MA+		2				1	7	110.000
7	Sinthoras	Lineelf	1/16	6	3	4	8	Tackle			3				9	90.000
8	Timansor	Lineelf	2/16	6	3	4	8			1					1	70.000
9	Nagsor	Lineelf	3/16	6	3	4	8								0	70.000
10	Aïphaton	Lineelf	4/16	6	3	4	8	New Skill			1			1	8	70.000
11																
12	Aïsolon	Lineelf	5/16	6	3	4	8	Block		1				2	11	90.000
13																
14																
15																
16																
	Total Players (next game):		11/16						Total:	12	6	0	2	4	54	1.000.000

Induced Stars and Mercenaries	max	MA	ST	AG	AV	Skills

Total Induced Players: 0 / 5

Inducements (next game only)

Bloodweiser Babes (0-2):	0	x	50.000	
Bribes (0-3):	0	x	100.000	
Extra Training (0-4):	0	x	100.000	
Halfling Master Chef (0-1):	0	x	300.000	
Wandering Apothecaries (0-2):	0	x	100.000	
Wizard (0-1):	0	x	150.000	
Igor (0-1):	0	x	100.000	
Budget for cards:			0	
Total for Induced Stars and Mercenaries:			0	

Permanent

Re-Rolls:	2	x	50.000	=	100.000
Fan Factor:	2	x	10.000	=	20.000
Assistant Coaches:	0	x	10.000	=	0
Cheerleaders:	0	x	10.000	=	0
Apothecary:	0	x	50.000	=	0
Treasury:		30.000			

Team Value:	**1.120.000**
Induced Value:	**0**
Match Value:	**1.120.000**