

Race: **High Elf**Team Name: **Proud Princes**Coach: **Mindless**

Nr.	Name	Position	max	MA	ST	AG	AV	Skills, Permanent Injuries	Status	CP	TD	IN	CS	VP	SP	Value						
1	Ludwig II. der Deutsche	Blitzer	1/2	7	3	4	8	Block, Tackle, Dodge		1	4		2		17	140.000						
2	Ludwig I. der Fromme	Blitzer	2/2	7	3	4	8	Block, Frenzy, Niggling		1	1		1		6	120.000						
3	Grimoald der Ältere	Catcher	1/4	8	3	4	7	Catch, Dodge, Block, Tackle		5	3		1	3	31	150.000						
4	Konrad I.	Catcher	2/4	8	3	4	7	Catch, Dodge		2	2				8	110.000						
5	Otto I.	Catcher	3/4	8	3	4	7	Catch, Wrestle			2				6	110.000						
6																						
7																						
8	Karl Martell	Lineelf	1/16	5	3	4	8	Wrestle, MA-			2		1		8	90.000						
9																						
10																						
11	Lothar I.	Lineelf	2/16	6	3	4	8	Block		1	1		1	1	11	90.000						
12	Karlmann	Lineelf	3/16	6	3	5	8	AG+		1	1		1		6	110.000						
13	Karl II. der Kahle	Lineelf	4/16	6	3	4	8				1			3	70.000							
14	Karl III. der Dicke	Lineelf	5/16	6	3	4	9	AV+		2			2		6	100.000						
15	Karl der Große	Thrower	1/2	6	3	4	8	Pass, Safe Throw, Accurate, Sure Hands		8				2	18	130.000						
16	Arnulf von Kärnten	Thrower	2/2	6	3	4	8	Pass, Safe Throw		3					3	90.000						
Total Players (next game):										12/16	Total:					24	17	0	9	6	123	1.310.000

Induced Stars and Mercenaries**max MA ST AG AV Skills**

Total Induced Players: 0 / 4

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:	3	x	50.000	=	150.000
Fan Factor:	7	x	10.000	=	70.000
Assistant Coaches:	0	x	10.000	=	0
Cheerleaders:	0	x	10.000	=	0
Apothecary:	1	x	50.000	=	50.000
Treasury:			90.000		

Team Value: 1.580.000**Induced Value: 0****Match Value: 1.580.000**