

# 8-Maelstrom Riders

Race: Elf

Head Coach: Sraptor

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Mernak 2	Journeyman	6	3	4	7	Solitario								60 000
2	Ystin	Lineman	6	3	4	7	Patada		1				1	6	80 000
3	Anaereth	Lineman	6	3	4	7									60 000
5	Edrael	Lineman	6	3	4	7			1					1	60 000
6	Usoran	Thrower	6	3	4	7	Pasar, Pase Seguro		6					6	90 000
7	Shao	Blitzer	7	3	4	8	Placar, Echarse a un Lado, Esquivar					1	1	7	130 000
8	Kusith	Blitzer	7	3	4	8	Placar, Echarse a un Lado, Esquivar, Placaje Defensivo			1		2	2	17	150 000
9	Caibre	Catcher	8	3	4	7	Atrapar, Nervios de acero, Esquivar			3				9	120 000
10	Eldren	Catcher	8	3	4	7	Atrapar, Nervios de acero			1				3	100 000
11	Thantals	Catcher	8	3	4	7	Atrapar, Nervios de acero								100 000
13	Aratoh	Lineman	6	3	4	7									60 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 8 5 0 3 4 49 1 010 000

## 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  
 Halfing Master Chef (0-1): \_\_\_ x 300 000  
 Wandering Apothecaries (0-2): \_\_\_ x 100 000  
 Wizard (0-1): \_\_\_ x 150 000  
 Card budget: x 0

Gate:  
FAME:

### Team Goods

Rerolls: 3 x 50 000 = 150 000  
 Fan Factor: 2 x 10 000 = 20 000  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 1 x 50 000 = 50 000

Treasury: 50 000

**Team Value (incl MNGs value): 1 230 000**

**Induced Value: 0**

**Match Value (TV for match): 1 230 000**

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**OBBLM**

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

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