

The Bloody Marys

Race: Vampire

Head Coach: Guy In Suit

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Mary	Vampire	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration, Dodge, Block		2	2		3	3	29	150 000
2	Mary	Vampire	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration, Dodge, Block		3	2		2	2	23	150 000
3	Mary	Vampire	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration, Dodge, Block		1	1		1	3	21	150 000
4	Mary	Vampire	6	4	6	8	Blood Lust, Hypnotic Gaze, Regeneration, Dodge, +2 Ag		2	4		2	4	38	210 000
5	Gimp #1	Thrall	5	3	3	7	Leader, -1 Ma	MNG				1	1	7	70 000
6	Gimp #2	Thrall	6	3	3	7	Kick			1		3		9	60 000
7	Gimp #3	Thrall	6	3	3	7	Wrestle					1	1	7	60 000
8	Gimp #4	Thrall	6	3	3	7	Wrestle		1	1		1		6	60 000
9	Gimp #5	Thrall	6	3	3	7									40 000
10	Gimp #6	Thrall	6	3	3	7									40 000
11	Gimp #7	Thrall	6	3	3	7									40 000
12	Gimp #8	Thrall	6	3	3	7									40 000
13	Gimp #9	Thrall	6	3	3	7									40 000

Total number of players next game: 12/13

Totals (excl TV for MNG players): 9 11 0 14 14 140 1 040 000

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
 Wizard (0-1): ___ x 150 000
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 4 x 70 000 = 280 000
 Fan Factor: 8 x 10 000 = 80 000
 Assistant Coaches: 1 x 10 000 = 10 000
 Cheerleaders: 1 x 10 000 = 10 000
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 120 000
Team Value (incl MNGs value): 1 540 000
Induced Value: 0
Match Value (TV for match): 1 470 000

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

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