

Blackwater Barons

Race: Vampire

Head Coach: temujin71

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Baron Alexi	Vampire	6	4	5	8	Blood Lust, Hypnotic Gaze, Regeneration, Block, Dodge, +1 Ag		2	4		2	3	33	190 000
2	Baron Boris	Vampire	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration, Block, Dodge		5	3			1	19	150 000
3	Baron Wladi	Vampire	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration, Mighty Blow, Block		6	3		3	1	26	150 000
4	Baron Zakhar	Vampire	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration, Mighty Blow, Block, Dodge		2	4		2	4	38	170 000
9	Putinka	Thrall	6	3	3	7									40 000
10	Pyatizvyozdnaya	Thrall	6	3	3	7									40 000
11	Ruskova	Thrall	6	3	3	7									40 000
12	Starka	Thrall	6	3	3	7									40 000
13	Stolnaya	Thrall	6	3	3	7									40 000
14	Kubanskaya	Thrall	6	3	3	7									40 000
15	Kauffman	Thrall	6	3	3	7									40 000
16	Hrenovuha	Thrall	6	3	3	7									40 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 15 14 0 7 9 116 980 000

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: 5 x 10 000 = 50 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 70 000
Team Value (incl MNGs value): 1 360 000
Induced Value: 0
Match Value (TV for match): 1 360 000

■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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