

# Sonnental Bloodbusters

Race: Vampire

Head Coach: Airus

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Vlad Tupper	Vampire	6	4	5	8	Blood Lust, Hypnotic Gaze, Regeneration, Dodge, +1 Ag		3	1		3	1	17	170 000
3	Miguelon Ganizas	Thrall	6	3	3	7									40 000
4	Johannes Ujvary	Thrall	6	3	3	7									40 000
5	Segundo Plato	Thrall	6	3	3	7									40 000
6	Entrante Liviano	Thrall	6	3	3	7	1 Ni	MNG							40 000
7	Ricardo Entremes	Thrall	6	3	3	7						1		2	40 000
9	Rowena Trevanion	Vampire	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration, Dodge, Block		3	4		5		25	150 000
11	Gilles de Rais	Thrall	6	3	4	7	+1 Ag		1				1	6	80 000
12	Terence Tentenpie	Journeyman	6	3	3	7	Loner, 1 Ni	MNG							40 000
13	Jacques Canape	Journeyman	6	3	3	7	Loner								40 000
16	Lillith Lajil	Vampire	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration, Dodge, Block, Tackle		3	3			6	42	170 000

Total number of players next game: 9/11

Totals (excl TV for MNG players): 10 8 0 9 8 92 770 000

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	0
Card budget:	x		0
Gate:			
FAME:			



### Team Goods

Rerolls:	5	x	70 000	=	350 000
Fan Factor:	2	x	10 000	=	20 000
Assistant Coaches:	3	x	10 000	=	30 000
Cheerleaders:	3	x	10 000	=	30 000
Apothecary:	1	x	50 000	=	50 000
Treasury:					50 000
<b>Team Value (incl MNGs value):</b>					<b>1 330 000</b>
<b>Induced Value:</b>					<b>0</b>
<b>Match Value (TV for match):</b>					<b>1 250 000</b>

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**OBBLM**

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

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