

Ulthuan Jewels

Race: High Elf

Head Coach: Crouch

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Red Saphir	Blitzer	7	4	4	8	Blocage, +1 St		1	2		1	1	14	150 000
2	Blue Ruby	Blitzer	7	3	4	8	Blocage, Esquive, Saut		1	2		4	1	20	140 000
3	Black Emeraude	Thrower	6	3	5	8	Passe, Lancer Précis, Chef, Esquive, +1 Ag		17	1			3	35	170 000
5	Purple Onyx	Catcher	8	3	5	7	Réception, Esquive, Nerfs d'Acier, +1 Ag		2	9		1	2	41	180 000
6	Orange Topaze	Catcher	8	3	4	7	Réception, Esquive, Lutte, Saut		2	9		1		31	150 000
7	Yellow Pearl II	Catcher	8	3	4	7	Réception, Frappe Précise		1	2	1			9	110 000
8	Grey Talisman	Catcher	8	3	4	7	Réception			1				3	90 000
10	White Jade	Lineman	6	3	4	8	Blocage, Tacle		1	1		4	2	22	110 000
11	Pink Zircon	Lineman	6	3	4	8	Garde		1				1	6	100 000
12	Silver Quartz	Lineman	6	3	4	8			1			1		3	70 000
13	Yellow Pearl	Lineman	6	3	4	8	Blocage					1	1	7	90 000
14	Green Gold	Lineman	6	3	4	8									70 000
15	Dark Zinc	Lineman	6	3	4	8			1			1		3	70 000

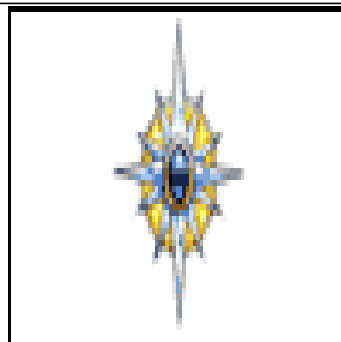
Total number of players next game: 13/13

Totals (excl TV for MNG players): 28 27 1 14 11 194 1 500 000

Induced Stars and Mercenaries

MA ST AG AV Skills

CP TD Int Cas MVP SPP Value



Rerolls: 4 x 50 000 = 200 000
 Fan Factor: 9 x 10 000 = 90 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 10 000
Team Value (incl MNGs value): 1 840 000
Induced Value: 0
Match Value (TV for match): 1 840 000

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

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