Phoenix Altenwald

Race: High Elf

Head Coach: Christoph

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Blitzer 1	Blitzer	7	3	4	8	Block, Dodge		0	0	0	1	1	7	120 000
2	Blitzer 2	Blitzer	7	3	4	8	Block, Mighty Blow		0	2	0	0	0	6	130 000
4	Catcher 2	Catcher	8	3	4	7	Catch		0	0	0	0	0	0	90 000
7	Thrower	Thrower	6	3	4	8	Pass, Safe Throw, Guard		5	0	0	1	0	7	120 000
9	Unnamed	Lineman	6	3	4	8			0	0	0	0	0	0	70 000
10	Unnamed	Lineman	6	3	4	8			0	0	0	0	1	5	70 000
11	Unnamed	Journeyman	6	3	4	8	Loner		0	0	0	0	0	0	70 000
12	Unnamed	Lineman	6	3	4	8	Dodge, 1 Ni		1	0	0	0	1	6	90 000
13	Unnamed	Lineman	6	3	4	8			0	0	0	0	1	5	70 000
14	Unnamed	Lineman	6	3	4	8	Block		0	0	0	2	1	9	90 000
15	Journeyman 2	Journeyman	6	3	4	8	Loner		0	0	0	0	0	0	70 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 6 2 0 4 5 45 990 000

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	
Gate:			
FAME:			

Team Goods

Rerolls:	3	x	50 000	=	150 000
Fan Factor:	1	x	10 000	=	10 000
Assistant Coaches:	0	x	10 000	=	0
Cheerleaders:	0	x	10 000	=	0
Apothecary:	0	x	50 000	=	0
Treasury:					80 000
Team Value:					**1 150 000**
Induced Value:					**0**
Match Value (TV for match):					**1 150 000**

MNG Journeyman New skill available Stat upgrade Stat downgrade