

Wir wollen nur spielen.

Race: Elf

Head Coach: Michael

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Galad	Blitzer	7	3	4	8	Block, Side step		0	0	0	1	1	7	110 000
2	Midur	Blitzer	7	3	4	8	Block, Side step		0	0	0	0	0	0	110 000
3	Gadur	Catcher	8	3	4	7	Catch, Nerves of Steel	MNG	0	1	0	0	0	3	100 000
4	Kendur	Catcher	8	3	4	7	Catch, Nerves of Steel		0	1	0	0	0	3	100 000
5	Gail	Catcher	8	3	4	7	Catch, Nerves of Steel, Dodge		0	3	0	0	1	14	120 000
7	Gadra	Thrower	6	3	4	7	Pass		4	0	0	0	0	4	70 000
8	Kenir	Thrower	6	3	4	7	Pass		3	0	0	0	0	3	70 000
9	Isil	Lineman	6	3	4	7	Guard	MNG	1	0	0	0	1	6	90 000
10	LoKen	Lineman	6	3	4	7			1	0	0	0	0	1	60 000
11	Yalen	Lineman	6	3	4	7			0	0	0	1	0	2	60 000
12	Gail	Lineman	6	3	4	7		MNG	1	0	0	0	0	1	60 000

Total number of players next game: 8/11

Totals (excl TV for MNG players): 10 5 0 2 3 44 700 000

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 150 000
 Card budget: x
 Gate:
 FAME:

Team Goods

Rerolls: 2 x 50 000 = 100 000
 Fan Factor: 1 x 10 000 = 10 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 90 000
Team Value: 860 000
Induced Value: 0
Match Value (TV for match): 860 000

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