

Philippsburg Eagles

Race: High Elf

Head Coach: Oli

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Wentz	Thrower	7	3	4	8	Pass, Safe Throw, Accurate, +1 Ma		10	2	0	0	1	21	140 000
2	Agholor	Catcher	8	3	4	7	Catch, Dodge		1	2	0	0	0	7	110 000
3	Brown	Blitzer	7	3	4	8	Block, Dodge		0	1	0	0	1	8	120 000
4	Ertz	Blitzer	7	3	4	8	Block, Mighty Blow		0	2	0	0	0	6	130 000
10	Walker	Lineman	6	3	4	8	Kick		1	0	0	2	1	10	90 000
11	Kendricks	Lineman	6	3	4	8	Block		0	1	0	1	1	10	90 000
12	Bradham	Lineman	6	3	4	8	Guard		0	0	0	2	1	9	100 000
13	Grugier-Hill	Lineman	6	3	4	8	1 Ni		3	0	0	0	0	3	70 000
14	Peters	Lineman	6	3	4	8			0	1	0	0	0	3	70 000
15	WorriLOW	Lineman	6	3	4	8			0	0	0	1	0	2	70 000
21	JM - Graham	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): 15 9 0 6 5 79 1 060 000

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: 3 x 50 000 = 150 000
 Fan Factor: 4 x 10 000 = 40 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 30 000
Team Value: 1 300 000
Induced Value: 0
Match Value (TV for match): 1 300 000

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