

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
 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: 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