

Woodies lost their Hoodies

Race: Wood Elf

Head Coach: Fanny

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Dr. Tree	Treeman	2	6	1	10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate		0	0	0	0	1	5	120 000
2	Willow Woo-Wop	Wardancer	8	3	4	7	Block, Dodge, Leap		0	1	0	0	0	3	120 000
4	Blazin' Birch	Thrower	7	3	4	7	Pass		1	0	0	0	0	1	90 000
10	Notorious BO.n.SAI	Lineman	7	3	4	7			1	0	0	0	0	1	70 000
11	Lil' Maple Hustla	Lineman	7	3	4	7			0	0	0	0	0	0	70 000
12	Dynamite Beech	Lineman	7	3	4	7			0	0	0	0	0	0	70 000
13	Slick Spruce Wayne	Lineman	7	3	4	7			0	0	0	0	0	0	70 000
14	Lumber RIPNut	Lineman	7	3	4	7			0	0	0	0	0	0	70 000
15	Tight Tree-Diggity	Lineman	7	3	4	7			0	0	0	0	0	0	70 000
16	50 Corkz	Lineman	7	3	4	7			0	0	0	0	0	0	70 000
17	Pimpy Pine	Lineman	7	3	4	7		MNG	0	0	0	0	0	0	70 000

Total number of players next game: 10/11

Totals (excl TV for MNG players): 2 1 0 0 1 10 820 000

Induced Stars and Mercenaries	MA	ST	AG	AV	Skills	CP	TD	Int	Cas	MVP	SPP	Value

Inducements (for next match)	Team Goods
Bloodweiser Babes (0-2): ___ x 50 000	Rerolls: 2 x 50 000 = 100 000
Bribes (0-3): ___ x 100 000	Fan Factor: 2 x 10 000 = 20 000
Extra Training (0-4): ___ x 100 000	Assistant Coaches: 0 x 10 000 = 0
Halfing Master Chef (0-1): ___ x 300 000	Cheerleaders: 0 x 10 000 = 0
Wandering Apothecaries (0-2): ___ x 100 000	Apothecary: 0 x 50 000 = 0
Wizard (0-1): ___ x 150 000	Treasury: 20 000
Card budget: x	Team Value: 940 000
Gate:	Induced Value: 0
FAME:	Match Value (TV for match): 940 000

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