

Downtown Swagger

Race: High Elf

Head Coach: Thorsten

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Harriet	Catcher	8	3	4	7	Catch, Dodge		2	1	0	0	1	10	110 000
2	Hermine	Catcher	9	3	4	7	Catch, +1 Ma		2	2	0	1	0	10	120 000
3	Galahad	Blitzer	7	3	4	8	Block		0	0	0	2	0	4	100 000
4	Parzival	Blitzer	7	3	4	8	Block, Dodge		0	1	0	0	1	8	120 000
5	Tristan	Thrower	6	3	4	8	Pass, Safe Throw		2	0	0	0	0	2	90 000
6	Caradoc	Lineman	6	3	3	8	-1 Ag	MNG	0	0	0	1	0	2	70 000
7	Dagonet	Lineman	6	3	4	8			0	0	0	1	0	2	70 000
8	Meleagant	Lineman	6	3	4	8			0	0	0	0	0	0	70 000
9	Ector	Lineman	6	3	4	8			0	0	0	0	0	0	70 000
10	Ywain	Lineman	6	3	4	8			0	0	0	0	0	0	70 000
11	Bedivere	Lineman	6	3	4	8			0	0	0	0	0	0	70 000

Total number of players next game: 10/11

Totals (excl TV for MNG players): 6 4 0 5 2 38 890 000

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: 2 x 10 000 = 20 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 0 x 50 000 = 0
 Treasury: 20 000
Team Value: 1 060 000
Induced Value: 0
Match Value (TV for match): 1 060 000

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