

# 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)

Bloodweiser Babes (0-2): \_\_\_ x 50 000  
 Bribes (0-3): \_\_\_ x 100 000  
 Extra Training (0-4): \_\_\_ x 100 000  
 Halfling 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: 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: 940 000**  
**Induced Value: 0**  
**Match Value (TV for match): 940 000**

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