

Wood against the machine

Race: Wood Elf

Head Coach: Ariman

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Treeman	2	6	1	10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate, Grab*								120 000
2	Unnamed	Wardancer	8	3	4	7	Block, Dodge, Leap, Strip Ball*								120 000
3	Unnamed	Wardancer	8	3	4	7	Block, Dodge, Leap, Frenzy*								120 000
4	Unnamed	Catcher	8	2	4	7	Catch, Dodge, Sprint								90 000
5	Unnamed	Catcher	8	2	4	7	Catch, Dodge, Sprint								90 000
6	Unnamed	Catcher	8	2	4	7	Catch, Dodge, Sprint								90 000
7	Unnamed	Thrower	7	3	4	7	Pass, Leader*								90 000
8	Unnamed	Lineman	7	3	4	7									70 000
9	Unnamed	Lineman	7	3	4	7	Block*								70 000
10	Unnamed	Lineman	7	3	4	7	Wrestle*								70 000
11	Unnamed	Lineman	7	3	4	7	Wrestle*								70 000

Total number of players next game: 11/11

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

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
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 1 x 50 000 = 50 000
 Fan Factor: 0 x 10 000 = 0
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 0
Team Value (incl MNGs value): 1 100 000
Induced Value: 0
Match Value (TV for match): 1 100 000

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

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