

## Eonar s Children XI

Race: Wood Elf

Head Coach: Cippi

| 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* |     |    | 3  |     | 1   |     | -39 | 120 000 |
| 2  | Unnamed | Wardancer | 8  | 3  | 4  | 7  | Block, Dodge, Leap, Strip Ball*                                                            |     |    |    |     | 1   |     | 2   | 120 000 |
| 3  | Unnamed | Wardancer | 8  | 3  | 4  | 7  | Block, Dodge, Leap, Tackle*                                                                |     |    |    |     | 1   |     | 2   | 120 000 |
| 4  | Unnamed | Thrower   | 7  | 3  | 4  | 7  | Pass, Leader*                                                                              |     |    |    |     |     |     |     | 90 000  |
| 5  | Unnamed | Catcher   | 8  | 2  | 4  | 7  | Catch, Dodge, Sprint                                                                       |     |    | 1  |     |     |     | 3   | 90 000  |
| 6  | Unnamed | Catcher   | 8  | 2  | 4  | 7  | Catch, Dodge, Sprint                                                                       |     |    |    |     | 2   |     | 4   | 90 000  |
| 7  | Unnamed | Catcher   | 8  | 2  | 4  | 7  | Catch, Dodge, Sprint                                                                       |     |    | 1  |     | 1   |     | 5   | 90 000  |
| 8  | Unnamed | Lineman   | 7  | 3  | 4  | 7  |                                                                                            |     |    | 1  |     |     |     | 3   | 70 000  |
| 9  | Unnamed | Lineman   | 7  | 3  | 4  | 7  |                                                                                            |     |    |    |     |     |     |     | 70 000  |
| 10 | Unnamed | Lineman   | 7  | 3  | 4  | 7  | Wrestle*                                                                                   |     |    |    |     | 1   |     | 2   | 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 6 0 7 0 -18 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

Please consider donating to the OBBLM project if you enjoy this software and wish to support further development and maintenance. For more information visit [nicholasmr.dk](http://nicholasmr.dk)