

Wood Light XI

Race: Wood Elf

Head Coach: Serafino

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Lineman	7	3	4	7	Dodge*			5		2		-31	70 000
2	Unnamed	Lineman	7	3	4	7									70 000
3	Unnamed	Lineman	7	3	4	7	Wrestle*								70 000
4	Unnamed	Lineman	7	3	4	7				1		1		5	70 000
5	Unnamed	Catcher	8	2	4	7	Catch, Dodge, Sprint			1		1		5	90 000
6	Unnamed	Catcher	8	2	4	7	Catch, Dodge, Sprint			2		1			90 000
7	Unnamed	Catcher	8	2	4	7	Catch, Dodge, Sprint			1		1		5	90 000
8	Unnamed	Wardancer	8	3	4	7	Block, Dodge, Leap, Strip Ball*					1		-48	120 000
9	Unnamed	Wardancer	8	3	4	7	Block, Dodge, Leap, Tackle*								120 000
10	Unnamed	Thrower	7	3	4	7	Pass, Leader*								90 000
11	Unnamed	Treeman	2	6	1	10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate, Grab*								120 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 0 10 0 7 0 -64 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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