

# Just Elfes

Race: Elf

Head Coach: Guy In Suit

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Sampson	Blitzer	7	3	4	8	Block, Side Step, Dodge, Diving Tackle		1	4	1	2	2	29	150 000
2	Ajax	Blitzer	7	3	5	8	Block, Side Step, Dodge, Tackle, Diving Tackle, +1 Ag			8		7	4	60	210 000
3	Chauncey	Catcher	8	3	4	7	Catch, Nerves of Steel, Wrestle		1				1	6	120 000
4	Barbrady	Catcher	10	3	4	7	Catch, Nerves of Steel, Dodge, +2 Ma		3	7		1	2	36	180 000
5	Woodrow	Catcher	8	3	4	7	Catch, Nerves of Steel, Wrestle, Dodge		4	4		1	1	23	140 000
6	Abraham	Catcher	8	3	4	7	Catch, Nerves of Steel, Dodge		2	1			1	10	120 000
7	Homer	Thrower	6	3	4	7	Pass, Kick, Block		3	1			2	16	110 000
8	Cedrik	Thrower	6	3	4	7	Pass								70 000
9	Cecil	Lineman	6	3	4	7									60 000
10	Gallard	Lineman	6	3	4	7									60 000
11	Percival	Lineman	6	3	4	7	Guard		1				1	6	90 000
12	Winslow	Lineman	6	3	4	7			1			1		3	60 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 16 25 1 12 14 189 1 370 000

## 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 0  
 Gate:  
 FAME:



### Team Goods

Rerolls: 4 x 50 000 = 200 000  
 Fan Factor: 11 x 10 000 = 110 000  
 Assistant Coaches: 1 x 10 000 = 10 000  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 1 x 50 000 = 50 000  
 Treasury: 50 000  
**Team Value (incl MNGs value): 1 740 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 740 000**

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**OBBLM**

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

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