

# Arboreal Saps

Race: Wood Elf

Head Coach: Arash

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Hemlock	Wardancer	8	3	4	7	Block, Dodge, Leap, Guard		1	1		2		8	150 000
2	Hophornbeam	Wardancer	8	3	4	7	Block, Dodge, Leap, Tackle		1	1		1		6	140 000
3	Balsam Fir	Lineman	7	3	4	7	Dodge			1			1	8	90 000
4	random asshole	Journeyman	7	3	4	7	Loner								70 000
5	Box-elder	Lineman	7	3	4	7	Dodge		1				1	6	90 000
6	asshole who used to be cy	Journeyman	7	3	4	7	Loner								70 000
7	random asshole 2	Journeyman	7	3	4	7	Loner								70 000
10	Larch	Lineman	7	3	4	7	Guard			1			1	8	100 000
11	Lefty	Thrower	7	3	4	7	Pass, Leader		2			1	1	9	110 000
12	Arborvitae	Thrower	7	3	4	7	Pass, Sure Hands		1				1	6	110 000

Total number of players next game: 10/10

Totals (excl TV for MNG players): 6 4 0 4 5 51 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
- 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: 2 x 50 000 = 100 000
- Fan Factor: 5 x 10 000 = 50 000
- Assistant Coaches: 0 x 10 000 = 0
- Cheerleaders: 0 x 10 000 = 0
- Apothecary: 1 x 50 000 = 50 000
- Treasury: 80 000
- Team Value (incl MNGs value): 1 200 000**
- Induced Value: 0**
- Match Value (TV for match): 1 200 000**

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

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