

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

<p>Inducements (for next match)</p> <p>Bloodweiser Babes (0-2): ___ x 50 000</p> <p>Bribes (0-3): ___ x 100 000</p> <p>Extra Training (0-4): ___ x 100 000</p> <p>Halfing Master Chef (0-1): ___ x 300 000</p> <p>Wandering Apothecaries (0-2): ___ x 100 000</p> <p>Wizard (0-1): ___ x 150 000</p> <p>Card budget: x 0</p> <p>Gate:</p> <p>FAME:</p>		<p>Team Goods</p> <p>Rerolls: 2 x 50 000 = 100 000</p> <p>Fan Factor: 5 x 10 000 = 50 000</p> <p>Assistant Coaches: 0 x 10 000 = 0</p> <p>Cheerleaders: 0 x 10 000 = 0</p> <p>Apothecary: 1 x 50 000 = 50 000</p> <p>Treasury: 80 000</p> <p>Team Value (incl MNGs value): 1 200 000</p> <p>Induced Value: 0</p> <p>Match Value (TV for match): 1 200 000</p>
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■ MNG ■ Journeyman □ New skill available ■ Stat upgrade ■ Stat downgrade

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