

Timber Terror

Race: Wood Elf

Head Coach: bob

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Ash	Lineman	6	3	4	7	Dodge, -1 Ma		1			1	2	13	90 000
2	Mimosa	Lineman	7	3	4	7	Block, Dodge		1	2		3	1	18	110 000
4	Elm	Lineman	7	3	4	7	Dodge, Guard			3		3	3	30	120 000
5	Hickory	Lineman	7	3	4	7	Guard		2		1	2		8	100 000
6	Walnut	Lineman	6	3	4	7	Block, Dodge, -1 Ma		2	1		2	2	19	110 000
7	Spruce	Lineman	7	3	4	7	Wrestle			2				6	90 000
8	Pine	Lineman	7	3	4	7	Block, Guard		1			1	4	23	120 000
12	Hemlock	Wardancer	8	4	4	7	Block, Dodge, Leap, Strip Ball, Side Step, +1 St			13		2	1	48	210 000
19	Sumac II	Wardancer	8	3	4	7	Block, Dodge, Leap, Side Step, Guard		1	7				22	170 000
21	Willow	Thrower	7	3	4	7	Pass, Accurate, Dodge		11				2	21	130 000
33	Aspen	Thrower	7	3	4	7	Pass								90 000
56	Pineapple	Catcher	8	2	4	7	Catch, Dodge, Sprint								90 000
67	Plum	Catcher	8	2	4	7	Catch, Dodge, Sprint								90 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 19 28 1 14 15 208 1 520 000

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
 Wizard (0-1): ___ x 150 000
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 3 x 50 000 = 150 000
 Fan Factor: 4 x 10 000 = 40 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 130 000
Team Value (incl MNGs value): 1 760 000
Induced Value: 0
Match Value (TV for match): 1 760 000

ROSTER BY
MLBBO

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