

A Few Good Men

Race: Wood Elf

Head Coach: tomg33

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Indian Joe Bauer	Thrower	7	3	4	7	Pass								90 000
13	Lee Marvin	Thrower	8	3	4	7	Pass, Accurate, Sure Hands, +1 Ma		35			1	1	42	160 000
38	Chesty Puller	Wardancer	8	3	5	7	Block, Dodge, Leap, Strip Ball, Side Step, +1 Ag		2	11		3	1	46	200 000
44	John Basilone	Wardancer	9	3	4	7	Block, Dodge, Leap, Strip Ball, Side Step, +1 Ma		1	8		4		33	190 000
61	Oliver Smith	Lineman	7	3	4	7	Guard		1			1	2	13	100 000
67	William Leftwich	Lineman	7	4	4	7	Block, +1 St		1	1		1	3	21	140 000
70	Wesley Fox	Lineman	6	3	4	7	Block, Dodge, -1 Ma			1		2	2	17	110 000
72	Henry Crowe	Lineman	7	3	4	7	Guard		1	1		2	1	13	100 000
77	Dan Daly	Lineman	7	3	4	7	1 Ni		1					1	70 000
78	Woody Williams	Lineman	7	3	4	7									70 000
81	Pappy Boyington	Catcher	8	2	4	7	Catch, Dodge, Sprint, Block, Sure Feet, Side Step, Nerves of Steel		1	15		1	3	63	180 000
85	Luther Skaggs jr	Catcher	8	2	4	7	Catch, Dodge, Sprint, Block, Side Step			5			1	20	130 000
93	The Mighty Oak	Treeman	2	6	1	10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate						1	5	120 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 43 42 0 15 15 274 1 660 000

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:	0	x	10 000	=	0
Cheerleaders:	1	x	10 000	=	10 000
Apothecary:	1	x	50 000	=	50 000
Treasury:					60 000
Team Value (incl MNGs value):					2 030 000
Induced Value:					0
Match Value (TV for match):					2 030 000

ROSTER BY
08BLM

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