

Most Noble Knights

Race: High Elf

Head Coach: Torsten

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Thrower	6	3	4	8	Pass, Safe Throw, Accurate, 1 Ni		5				1	10	110 000
2	Unnamed	Catcher	8	3	4	7	Catch, Block			3				14	110 000
3	Unnamed	Catcher	8	3	4	7	Catch, Block		1				1	6	110 000
5	Unnamed	Blitzer	7	3	4	8	Block, Dodge		1	1		1		6	120 000
6	Unnamed	Blitzer	6	3	4	8	Block, -1 Ma					2		4	100 000
7	Unnamed	Lineman	6	3	4	8	Block					1	1	7	90 000
8	Unnamed	Lineman	6	3	4	8			1					1	70 000
9	Unnamed	Lineman	6	3	4	8									70 000
10	Unnamed	Lineman	6	3	4	8									70 000
11	Unnamed	Lineman	6	3	4	8									70 000
12	Unnamed	Lineman	5	3	3	8	-1 Ma, -1 Ag								70 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 8 4 0 4 3 48 990 000

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 0
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 2 x 50 000 = 100 000
 Fan Factor: 2 x 10 000 = 20 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 20 000
Team Value (incl MNGs value): 1 160 000
Induced Value: 0
Match Value (TV for match): 1 160 000

ROSTER BY
OBBLM

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

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