

# High and Proud

Race: High Elf

Head Coach: Ken Aldridge

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Cailiye	Lineman	6	3	4	8						1		2	70 000
2	Dakon	Lineman	6	3	4	8									70 000
3	Ayen	Lineman	6	3	4	8									70 000
4	Conion	Lineman	6	3	4	8									70 000
5	Colos	Lineman	6	3	4	8									70 000
6	Tokear	Lineman	6	3	4	8			1					1	70 000
7	Bairon	Thrower	6	3	4	8	Pass, Safe Throw, Accurate, Strong Arm		3				3	18	140 000
8	Fearan	Blitzer	7	3	4	8	Block			1				3	100 000
9	Wakain	Blitzer	7	3	4	8	Block								100 000
10	Arotah	Catcher	8	3	4	7	Catch								90 000
11	Mokon	Catcher	8	3	4	7	Catch		1	1				4	90 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 5 2 0 1 3 28 940 000

## 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: 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): 1 110 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 110 000**

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**OBBLM**

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

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