

# Buzzed

Race: Wood Elf

Head Coach: Apethemin

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Spro	Thrower	7	3	4	7	Pass, Dodge, Block, Strong Arm		16	2		2	2	36	160 000
2	Tamp	Wardancer	8	3	5	6	Block, Dodge, Leap, Tackle, Strip Ball, +1 Ag, -1 Av		3	10	1	5	1	50	200 000
3	Dose III	Wardancer	8	3	4	7	Block, Dodge, Leap, Guard			2				6	150 000
4	Linea	Catcher	9	2	5	7	Catch, Dodge, Sprint, Block, Side Step, +1 Ma, +1 Ag			14			2	52	200 000
6	Geisen	Lineman	7	3	4	7						1		2	70 000
8	Probat	Lineman	7	3	4	7	Block			1		2		7	90 000
10	Burns	Lineman	7	3	4	7	Guard			1		1	1	10	100 000
11	Joe	Lineman	7	3	4	7	Kick			2		1		8	90 000
12	J-man	Journeyman	7	3	4	7	Loner								70 000
13	J-Man	Journeyman	7	3	4	7	Loner								70 000
16	Arabica	Treeman	2	6	1	10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate, Grab					7		14	140 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 19 32 1 19 6 185 1 340 000

### 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: 12 x 10 000 = 120 000  
 Assistant Coaches: 2 x 10 000 = 20 000  
 Cheerleaders: 2 x 10 000 = 20 000  
 Apothecary: 1 x 50 000 = 50 000  
 Treasury: 190 000  
**Team Value (incl MNGs value): 1 700 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 700 000**

ROSTER BY  
**MLB**

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