

# Noble Wanderers

Race: High Elf

Head Coach: Swifty

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Ihdren	Blitzer	7	3	4	8	Block, Dodge, Guard			4		6		24	150 000
2	Calran	Blitzer	7	3	4	7	Block, Dodge, -1 Av		1			4		9	120 000
3	Cereborn III	Lineman	6	3	4	8	Guard					2	1	9	100 000
4	Tharranduil	Lineman	6	3	4	8	Kick		2				1	7	90 000
5	Horthborn	Lineman	6	3	4	8	Guard		2	1			2	15	100 000
7	Lendriss Sr.	Thrower	6	3	4	8	Pass, Safe Throw								90 000
8	Vandermonde	Lineman	6	3	4	8	Wrestle, Grab		1	1		2	3	23	120 000
10	Swifty Solo	Catcher	8	3	5	7	Catch, Leap, Wrestle, +1 Ag, 1 Ni		5	10		1	2	47	170 000
11	Alyan II	Catcher	8	3	4	7	Catch, Dodge, Block		1	6			1	24	130 000
14	Lendrissine	Thrower	6	3	4	8	Pass, Safe Throw								90 000
19	Mayfield	Catcher	8	4	4	7	Catch, +1 St						2	10	140 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 12 22 0 15 12 168 1 300 000

## Induced Stars and Mercenaries

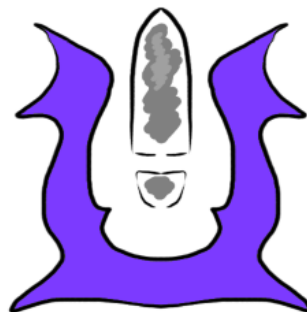
MA ST AG AV Skills

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  
 Horatio X Schottenheim (0-1): \_\_\_ x 80 000  
 Galandril Silverwater (0-1): \_\_\_ x 50 000  
 Card budget: x 0

Gate:  
FAME:



### Team Goods

Rerolls: 3 x 50 000 = 150 000  
 Fan Factor: 9 x 10 000 = 90 000  
 Assistant Coaches: 1 x 10 000 = 10 000  
 Cheerleaders: 1 x 10 000 = 10 000  
 Apothecary: 1 x 50 000 = 50 000

**Team Value (incl MNGs value): 1 610 000**

**Induced Value: 0**

**Match Value (TV for match): 1 610 000**

Treasury: 40 000

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**OBBLM**