

Emerald Sentinels

Race: Wood Elf

Head Coach: Emerald

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Elwll Undómíel	Wardancer	8	3	4	7	Block, Dodge, Leap, Strip Ball, Jump Up			5		2	1	24	160 000
2	Yswllyra Tinúviel	Catcher	8	2	4	7	Catch, Dodge, Sprint, Sure Feet, Nerves of Steel		2	3			2	21	140 000
3	Gwudda Strongbow	Lineman	7	3	4	7		MNG							70 000
4	Ronoic Singollo	Lineman	7	3	4	7	Dodge	MNG	1				1	6	90 000
5	Mwllyra the Tall	Lineman	7	3	4	6	Dodge, -1 Av		2				1	7	90 000
6	Sengwen the Heavy-handed	Lineman	7	3	4	6	-1 Av		1			1		3	70 000
7	Sycla Greenleaf	Lineman	7	3	4	7			1					1	70 000
8	Eleabrylla, Thingol's Heir	Lineman	7	3	4	7			4					4	70 000
9	Merillyra the Blessed	Lineman	7	2	4	7	-1 St	MNG	1					1	70 000
11	Elivyan Aranel	Lineman	7	3	4	7			1	1				4	70 000
13	Rumil Elanesse	Wardancer	8	3	3	7	Block, Dodge, Leap, Tackle, -1 Ag	MNG	2	2				8	140 000

Total number of players next game: 7/11

Totals (excl TV for MNG players): 15 11 0 3 5 79 670 000

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: 3 x 10 000 = 30 000
 Assistant Coaches: 1 x 10 000 = 10 000
 Cheerleaders: 2 x 10 000 = 20 000
 Apothecary: 1 x 50 000 = 50 000
Team Value (incl MNGs value): 1 300 000
Induced Value: 0
Match Value (TV for match): 930 000
 Treasury: 10 000

ROSTER BY
OBBLM

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

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