

Super Nashwan Resurrection

Race: Wood Elf

Head Coach: mobo

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Leon Sandcastle	Wardancer	8	3	4	7	Block, Dodge, Leap, Strip Ball*								120 000
2	All Day	Wardancer	8	3	4	7	Block, Dodge, Leap, Frenzy*								120 000
3	Bredshad Perriman	Catcher	8	2	4	7	Catch, Dodge, Sprint								90 000
4	Odell Beckham Jr.	Catcher	8	2	4	7	Catch, Dodge, Sprint								90 000
5	Mike Wallace	Catcher	8	2	4	7	Catch, Dodge, Sprint								90 000
6	6	Catcher	8	2	4	7	Catch, Dodge, Sprint								90 000
7	7	Lineman	7	3	4	7	Dodge*								70 000
8	8	Lineman	7	3	4	7	Dodge*								70 000
9	9	Lineman	7	3	4	7	Dodge*								70 000
10	10	Lineman	7	3	4	7	Dodge*								70 000
11	Skovfyr	Treeman	2	6	1	10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate								120 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 0 0 0 0 0 0 0 1 000 000

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: 0 x 10 000 = 0
- Assistant Coaches: 0 x 10 000 = 0
- Cheerleaders: 0 x 10 000 = 0
- Apothecary: 0 x 50 000 = 0
- Treasury: 0
- Team Value (incl MNGs value): 1 100 000**
- Induced Value: 0**
- Match Value (TV for match): 1 100 000**

ROSTER BY
OBBLM

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

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