

#	Player name	Type	MA	ST	AG	AV	Starting skills	Improvements	M	N	stat injuries				Int	Comp	TD	Cas	kills	MVP	SPP	Value
											MA	ST	AG	AV								
1	Whimsical	Wardancer	8	3	4	7	Block, Dodge, Leap														0	120.000
2	Winona	Wardancer	8	3	4	7	Block, Dodge, Leap	Tackle	1								1			1	8	140.000
3	Whisper	Wood Elf Catcher	8	2	4	7	Catch, Dodge, Sprint										1				3	90.000
4	Walpurga	Wood Elf Catcher	8	2	4	7	Catch, Dodge, Sprint							1	1						4	90.000
5	Winou	Wood Elf Lineman	7	3	4	7															0	70.000
6	Whorstic	Wood Elf Lineman	7	3	4	7															0	70.000
7	Winnie	Wood Elf Lineman	7	3	4	7															0	70.000
8	Webbly	Wood Elf Lineman	7	3	4	7															0	70.000
9	Wendy	Wood Elf Lineman	7	3	4	7															0	70.000
10	Winters	Wood Elf Lineman	7	3	4	7															0	70.000
11	West	Wood Elf Lineman	7	3	4	7															0	70.000
12		Wood Elf Lineman	7	3	4	7															0	70.000
13																						
14																						
15																						
16																						

VALUE OF AVAILABLE PLAYERS: 1.000.000



TEAM NAME	Wild Wendigos	RE-ROLLS	1	x	50.000 gp	50.000
RACE	Wood Elf	FAN FACTOR	5	x	10.000 gp	50.000
HEAD COACH	Janosch	ASS. COACHES	0	x	10.000 gp	0
TEAM VALUE	1.100 000 gp	CHEERLEADERS	0	x	10.000 gp	0
TREASURY	0 000 gp	APOTHECARY		x	50.000 gp	0

VALUE OF EXTRAS: 100.000

won	tied	lost	statistics	TDs	Cas	BH	SI	Kills	Avg. gate
0	0	0		0 - 0	0 - 0	0 - 0	0 - 0	0 - 0	0 000
0%	0%	0%		0,0 - 0,0	0,0 - 0,0	0,0 - 0,0	0,0 - 0,0	0,0 - 0,0	

	Opponent	TD	Cas	BH	SI	Kills	Gate	Winni
1		-	0 - 0	-	-	-	000	
2		-	0 - 0	-	-	-	000	
3		-	0 - 0	-	-	-	000	
4		-	0 - 0	-	-	-	000	
5		-	0 - 0	-	-	-	000	
6		-	0 - 0	-	-	-	000	
7		-	0 - 0	-	-	-	000	
8		-	0 - 0	-	-	-	000	
9		-	0 - 0	-	-	-	000	
10		-	0 - 0	-	-	-	000	
11		-	0 - 0	-	-	-	000	
12		-	0 - 0	-	-	-	000	
13		-	0 - 0	-	-	-	000	
14		-	0 - 0	-	-	-	000	
15		-	0 - 0	-	-	-	000	
16		-	0 - 0	-	-	-	000	
17		-	0 - 0	-	-	-	000	
18		-	0 - 0	-	-	-	000	
19		-	0 - 0	-	-	-	000	
20		-	0 - 0	-	-	-	000	
21		-	0 - 0	-	-	-	000	
22		-	0 - 0	-	-	-	000	
23		-	0 - 0	-	-	-	000	
24		-	0 - 0	-	-	-	000	
25		-	0 - 0	-	-	-	000	
26		-	0 - 0	-	-	-	000	
27		-	0 - 0	-	-	-	000	
28		-	0 - 0	-	-	-	000	
29		-	0 - 0	-	-	-	000	
30		-	0 - 0	-	-	-	000	
31		-	0 - 0	-	-	-	000	
32		-	0 - 0	-	-	-	000	
33		-	0 - 0	-	-	-	000	
34		-	0 - 0	-	-	-	000	

ings

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

35		-	0-0	-	-	-	000
36		-	0-0	-	-	-	000
37		-	0-0	-	-	-	000
38		-	0-0	-	-	-	000
39		-	0-0	-	-	-	000
40		-	0-0	-	-	-	000
41		-	0-0	-	-	-	000
42		-	0-0	-	-	-	000
43		-	0-0	-	-	-	000
44		-	0-0	-	-	-	000
45		-	0-0	-	-	-	000
46		-	0-0	-	-	-	000
47		-	0-0	-	-	-	000
48		-	0-0	-	-	-	000
49		-	0-0	-	-	-	000
50		-	0-0	-	-	-	000
51		-	0-0	-	-	-	000
52		-	0-0	-	-	-	000
53		-	0-0	-	-	-	000
54		-	0-0	-	-	-	000
55		-	0-0	-	-	-	000
56		-	0-0	-	-	-	000
57		-	0-0	-	-	-	000
58		-	0-0	-	-	-	000
59		-	0-0	-	-	-	000
60		-	0-0	-	-	-	000
61		-	0-0	-	-	-	000
62		-	0-0	-	-	-	000
63		-	0-0	-	-	-	000
64		-	0-0	-	-	-	000
65		-	0-0	-	-	-	000
66		-	0-0	-	-	-	000
67		-	0-0	-	-	-	000
68		-	0-0	-	-	-	000
69		-	0-0	-	-	-	000
70		-	0-0	-	-	-	000
71		-	0-0	-	-	-	000
72		-	0-0	-	-	-	000

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

73		-	0-0	-	-	-	000
74		-	0-0	-	-	-	000
75		-	0-0	-	-	-	000
76		-	0-0	-	-	-	000
77		-	0-0	-	-	-	000
78		-	0-0	-	-	-	000
79		-	0-0	-	-	-	000
80		-	0-0	-	-	-	000
81		-	0-0	-	-	-	000
82		-	0-0	-	-	-	000
83		-	0-0	-	-	-	000
84		-	0-0	-	-	-	000
85		-	0-0	-	-	-	000
86		-	0-0	-	-	-	000
87		-	0-0	-	-	-	000
88		-	0-0	-	-	-	000
89		-	0-0	-	-	-	000
90		-	0-0	-	-	-	000
91		-	0-0	-	-	-	000
92		-	0-0	-	-	-	000
93		-	0-0	-	-	-	000
94		-	0-0	-	-	-	000
95		-	0-0	-	-	-	000
96		-	0-0	-	-	-	000
97		-	0-0	-	-	-	000
98		-	0-0	-	-	-	000
99		-	0-0	-	-	-	000
100		-	0-0	-	-	-	000
101		-	0-0	-	-	-	000
102		-	0-0	-	-	-	000
103		-	0-0	-	-	-	000
104		-	0-0	-	-	-	000
105		-	0-0	-	-	-	000
106		-	0-0	-	-	-	000
107		-	0-0	-	-	-	000
108		-	0-0	-	-	-	000
109		-	0-0	-	-	-	000
110		-	0-0	-	-	-	000

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

111		-	0-0	-	-	-	000
112		-	0-0	-	-	-	000
113		-	0-0	-	-	-	000
114		-	0-0	-	-	-	000
115		-	0-0	-	-	-	000
116		-	0-0	-	-	-	000
117		-	0-0	-	-	-	000
118		-	0-0	-	-	-	000
119		-	0-0	-	-	-	000
120		-	0-0	-	-	-	000
121		-	0-0	-	-	-	000
122		-	0-0	-	-	-	000
123		-	0-0	-	-	-	000
124		-	0-0	-	-	-	000
125		-	0-0	-	-	-	000
126		-	0-0	-	-	-	000
127		-	0-0	-	-	-	000
128		-	0-0	-	-	-	000
129		-	0-0	-	-	-	000
130		-	0-0	-	-	-	000
131		-	0-0	-	-	-	000
132		-	0-0	-	-	-	000
133		-	0-0	-	-	-	000
134		-	0-0	-	-	-	000
135		-	0-0	-	-	-	000
136		-	0-0	-	-	-	000
137		-	0-0	-	-	-	000
138		-	0-0	-	-	-	000
139		-	0-0	-	-	-	000
140		-	0-0	-	-	-	000
141		-	0-0	-	-	-	000
142		-	0-0	-	-	-	000
143		-	0-0	-	-	-	000
144		-	0-0	-	-	-	000
145		-	0-0	-	-	-	000
146		-	0-0	-	-	-	000
147		-	0-0	-	-	-	000
148		-	0-0	-	-	-	000

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

149		-	0-0	-	-	-	000
150		-	0-0	-	-	-	000
151		-	0-0	-	-	-	000
152		-	0-0	-	-	-	000
153		-	0-0	-	-	-	000
154		-	0-0	-	-	-	000
155		-	0-0	-	-	-	000
156		-	0-0	-	-	-	000
157		-	0-0	-	-	-	000
158		-	0-0	-	-	-	000
159		-	0-0	-	-	-	000
160		-	0-0	-	-	-	000
161		-	0-0	-	-	-	000
162		-	0-0	-	-	-	000
163		-	0-0	-	-	-	000
164		-	0-0	-	-	-	000
165		-	0-0	-	-	-	000
166		-	0-0	-	-	-	000
167		-	0-0	-	-	-	000
168		-	0-0	-	-	-	000
169		-	0-0	-	-	-	000
170		-	0-0	-	-	-	000
171		-	0-0	-	-	-	000
172		-	0-0	-	-	-	000
173		-	0-0	-	-	-	000
174		-	0-0	-	-	-	000
175		-	0-0	-	-	-	000
176		-	0-0	-	-	-	000
177		-	0-0	-	-	-	000
178		-	0-0	-	-	-	000
179		-	0-0	-	-	-	000
180		-	0-0	-	-	-	000
181		-	0-0	-	-	-	000
182		-	0-0	-	-	-	000
183		-	0-0	-	-	-	000
184		-	0-0	-	-	-	000
185		-	0-0	-	-	-	000
186		-	0-0	-	-	-	000

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

187		-	0-0	-	-	-	000	
188		-	0-0	-	-	-	000	
189		-	0-0	-	-	-	000	
190		-	0-0	-	-	-	000	
191		-	0-0	-	-	-	000	
192		-	0-0	-	-	-	000	
193		-	0-0	-	-	-	000	
194		-	0-0	-	-	-	000	
195		-	0-0	-	-	-	000	
196		-	0-0	-	-	-	000	
197		-	0-0	-	-	-	000	
198		-	0-0	-	-	-	000	
199		-	0-0	-	-	-	000	
200		-	0-0	-	-	-	000	

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

kgp

Team Roster

Start out by choosing the team race from the drop down menu.

After that you can add players to the roster - the drop down menus under player type will give you a list of players the cost and re-roll price is also altered according to the chosen race, and the system will know if apothecary is allowed or not.

When choosing a player for your team, all the information for that specific player type will automatically follow - the player's characteristics, the skills and the price are information that will be entered automatically. Star players are eligible.

The cells of the blue (and bluish) colours are the ones, you have to fill in yourself.

Team name, players' names and head coach requires no further explanation, I think. You can also change the roster number.

In the re-rolls, fan factor, assistant coaches, cheerleaders and apothecary cells you should enter a numeric value - and yes, apothecary, but a numeric value is required so simply enter a "1".

Whenever you change a player's achievements (number of TDs, casualties and such), the SPP will be recalculated. The number of named kills is not used in the calculation - that cell is just for the fun of keeping track of how many of the inflicted casualties.

The small column just right of the improvements will show the number of improvements a player is entitled to according to the player's value.

The dark blue column called M is for "miss next match" - write an "M" or whatever you like. By writing anything in this column the player to 0 for next match. Then he doesn't count towards the team's value as he will not be available for the next match. If you write M, the player's value returns to normal.

The column "N" is meant to be the number of niggling injuries.

The four narrow and slightly darker blue columns labelled MA, AG, ST and AV are for stat decreases. If a player loses strength, the ST cell, and the player's stat characteristic will be updated. The system does not take into account that a stat characteristic is above 2 or go below 1. Star players cannot have their stats modified (a way to make Brick Farth & Grotty's double stats work).

You can enter a customized value modifier for each player. Only write the number of thousands. In the next cell you can enter the player's value.

Further to the right you can choose the players' upgrades. The values will be updated accordingly, as will the characteristics. There is also a cell for you to manually write upgrades (this cell won't affect the player's value).

When filling in the treasury, only write the thousands (the three "0"s are already present in the next cell)

Unfortunately, it is not possible to insert a team badge :-/

Match History

Again the blue cells are for entering data.

The scores of TD, BH, SI and kills will assume that the first number is your score and the second is your opponent's. So 2-1 means you won while 1-2 means you lost.

When a TD result is entered the system will know the outcome of the match (won/tied/lost) and the statistics will be updated.

