## **Team Rodents** Slann MA ST AG VA Standard Skills Upgrades Wood Elf MA ST AG VA Standard Skills Upgrades Dark Elf MA ST AG VA Standard Skills Upgrades Diving Tackle, Jump Up, 3 4 7 7 3 Blitzer Slann Lineman Wood Elf Blitzer Dark Elf Dodge (1) Diving Tackle, Jump Up, 7 3 3 8 7 3 4 7 7 Blitzer Slann Guard (2) Lineman Wood Elf Blitzer Dark Elf 4 8 Block Dodge (1) Diving Catch, Leap, Very 3 4 7 7 4 8 Catcher Slann Dodge (1) Lineman Wood Elf Blitzer Dark Elf Block Dodge (2) Diving Catch, Leap, Very 4 Catcher Slann 7 2 4 7 Dodge (1) Lineman Wood Elf 7 3 4 7 Blitzer Dark Elf 7 4 8 Dodge (3) Block 7 2 4 7 Diving Catch, Leap, Very Guard (D1) Catcher Slann Diving Catch, Leap, Very Catcher Slann 7 2 4 7 Dodge (3) 6 3 3 8 Wrestle (1) Witch Elf 3 4 7 Frenzy, Dodge, Jump Up Wrestle (1) Lineman Slann Lean, Very Long Legs 7 3 4 7 6 3 3 8 Leap, Very Long Legs Guard (D2) 8 Witch Flf Frenzy, Dodge, Jump Up Wrestle (2) Lineman Slann 6 1 10 Mighty Blow, Stand Firm, 6 3 Lineman Slann 6 3 3 8 Leap, Very Long Legs Block (3) 9 Leader (D2) Lineman Dark Elf 4 8 Dodge (3) Treeman° 6 3 3 6 4 8 Leap, Very Long Legs Lineman Dark Elf Lineman Slann 6 3 3 8 11 8 3 4 7 6 3 4 8 Lineman Slann Leap, Very Long Legs Wardancer Block, Dodge, Leap Strip ball (1) Lineman Dark Elf 6 3 3 12 3 4 7 Tackle (1) 4 8 Lineman Slann Leap, Very Long Legs Wardancer Block, Dodge, Leap Lineman Dark Elf 13 13 8 2 4 7 Lineman Dark Elf 6 4 8 Catcher Wood Elf Catch, Dodge, Sprint Side step (1) 14 14 2 4 7 Catcher Wood Elf Catch, Dodge, Sprint Side step (2) 15 15 Catcher Wood Elf 8 2 4 7 Catch, Dodge, Sprint Block (3) 16 8 2 4 16 Catcher Wood Elf Catch, Dodge, Sprint Block (3) RE-ROLLS COACH RE-ROLLS COACH RE-ROLLS COACH FAN FACTOR FAN FACTOR FAN FACTOR Whiskeyjack Hellboy El Hombre ASSISTANT COACHES ASSISTANT COACHES ASSISTANT COACHES CHEERI FADERS CHEERI FADERS CHEERI FADERS TOTAL F TOTAL F TOTAL F APOTECARY 1100 APOTECARY 1100 APOTECARY 1100 Upgrades No. MA ST AG VA Standard Skills Lizardman MA ST AG VA Standard Skills Upgrades Elf MA ST AG VA Standard Skills Upgrades Necromantic Regeneration, Stand Firm 4 1 9 Flesh Golem 4 2 Block (1) Blitzer Elf Block, Side Step Saurus Block (1) Dodge (1) Thick Skull Regeneration, Stand Firm, Flesh Golem 4 4 2 9 Guard (2) Saurus 6 4 1 9 Block (1) Blitzer Elf 7 Block, Side Step 6 3 3 8 6 4 1 9 Guard (1) Block (1) Catcher Elf 8 4 7 Catch. Nerves of Steel Wight Block, Regeneration Saurus Dodge (1) 6 3 3 Mighty Blow (3 6 4 1 9 8 4 7 Wight Block, Regeneration Saurus reak Tackle ( Catcher Flf Catch, Nerves of Steel Dodge (1) 4 1 9 8 4 7 Saurus Block (3) Catcher Flf Catch Nerves of Steel Wrestle (2) 8 4 3 2 4 1 9 4 7 Zombie<sup>3</sup> Saurus Block (3) Catcher Flf Catch, Nerves of Steel Guard (2) 4 3 2 8 8 2 3 7 6 Dirty Player (3) 4 7 Zombie<sup>1</sup> Regeneration Skink Dodge, Stunty Lineman Elf 4 3 2 8 2 3 7 6 4 7 Zombie<sup>1</sup> Regeneration Dodge, Stunty Lineman Elf 4 3 2 9 8 2 3 7 6 4 7 Zombie Regeneration Skink Dodge, Stunty Lineman Elf Claws, Frenzy, 2 3 7 3 3 Block (1) Dodge, Stunty 4 7 Werewolf Lineman Elf Claws, Frenzy, 11 Werewolf 8 3 3 Block (2) 11 Skink 8 2 3 7 Dodge, Stunty Thrower Elf 6 4 7 Pass Leader (1) 5 1 9 Loner, Bone-head, Mighty 12 6 Ghoul° 7 3 3 Dodae Block (1) 12 Kroxigor Block (2) Lineman Elf 4 7 13 13 13 14 7 3 3 7 14 Ghoul° Dodge Sure Hands (1) 15 16 16 RF-ROLLS COACH RF-ROLLS COACH RF-ROLLS COACH FAN FACTOR FAN FACTOR FAN FACTOR Gesmachiene Carloz Quetzal ASSISTANT COACHES ASSISTANT COACHES ASSISTANT COACHES CHEERLEADERS CHEERLEADERS CHEERLEADERS TOTALE TOTALE TOTALE 1100 APOTECARY 1100 APOTECARY 1100