

Silibili Bengals

Race: Lizardmen

Head Coach: FaVi

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	K'lissz K'loki	Saurus Blockers	6	4	1	9									80 000
2	K'alosssz Dunla'pp	Saurus Blockers	6	4	1	8	Block, Break Tackle, -1 Av			1		4	1	16	120 000
3	Pette Ssszimssz	Saurus Blockers	6	4	1	9									80 000
4	Genyo Atk'inssz	Saurus Blockers	6	4	1	8	Block, -1 Av					4	1	13	100 000
5	Ley Manaluga	Saurus Blockers	6	4	1	9	Tackle	MNG				2	2	14	100 000
6	Dzsamaal Andel'ssszon	Saurus Blockers	6	4	1	9									80 000
11	Dzsolden Ssshippley	Skink Runners	8	2	3	7	Dodge, Stunty, Diving Tackle			3		1		11	80 000
12	Dzselmeen Glesssham	Skink Runners	8	2	3	7	Dodge, Stunty, Sneaky Git			1		1	1	10	80 000
13	Boo Sss'kaifee	Skink Runners	8	2	4	7	Dodge, Stunty, Sure Feet, Block, +1 Ag		3	10		1	1	40	150 000
14	Blusssz Gladkowsszki	Skink Runners	8	2	3	7	Dodge, Stunty, Diving Tackle			2			1	11	80 000
15	Dzssselom Ssszimpp'ssszor	Skink Runners	8	2	3	7	Dodge, Stunty, Jump Up, Block			2			2	16	110 000
16	Kkylee Cookk	Kroxigor	6	5	1	9	Loner, Bone-Head, Mighty Blow, Prehensile Tail, Thick Skull, Guard					4		8	160 000

Total number of players next game: 11/12

Totals (excl TV for MNG players): 3 19 0 17 9 139 1 120 000

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

Card budget: x 0

Gate:

FAME:



Team Goods

Rerolls: 3 x 60 000 = 180 000

Fan Factor: 7 x 10 000 = 70 000

Assistant Coaches: 2 x 10 000 = 20 000

Cheerleaders: 2 x 10 000 = 20 000

Apothecary: 1 x 50 000 = 50 000

Team Value (incl MNGs value): 1 560 000

Induced Value: 0

Match Value (TV for match): 1 460 000

Treasury: 0