Lolth bajnokai

Race: Dark Elf

Head Coach: darksoul

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
3	Jarlaxle	Blitzer	7	3	5	8	Block, Tackle, +1 Ag			3		3	1	20	160 000
4	Tiago	Blitzer	7	3	4	8	Block, Guard		1				1	6	130 000
5	Kimmuriel	Blitzer	7	3	4	8	Block, Tackle, Dodge		1	1		1	2	16	140 000
6	Zaknafein	Blitzer	7	3	4	8	Block		1					1	100 000
7	Triel	Lineman	6	3	4	8									70 000
8	Masoj	Lineman	6	3	4	8									70 000
9	Liriel	Lineman	6	3	4	7	-1 Av								70 000
10	Vierna	Lineman	6	3	4	8	Kick		1				1	6	90 000
11	Gelroos	Lineman	6	3	4	8	1 Ni								70 000
12	Shakti	Lineman	6	3	4	8									70 000

Total number of players next game: 10/10

Totals (excl TV for MNG players): 4 4 0 4 5 49 970 000

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:			

ROSTER BY OBBLM

Team Goods

Rerolls:	2	x 50 000	=	100 000
Fan Factor:	2	x 10 000	=	20 000
Assistant Coaches:	0	x 10 000	=	0
Cheerleaders:	0	x 10 000	=	0
Apothecary:	1	x 50 000	=	50 000
Team Value (incl MNGs value):				**1 140 000**
Induced Value:				**0**
Match Value (TV for match):				**1 140 000**
Treasury:				100 000

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

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