Silibili Bengals Juniols

Race: Lizardmen

Head Coach: FaVi

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Kkk'layton "Király" LeFejed	Journeyman	8	2	3	7	Dodge, Stunty, Loner								60 000
2	Ttt'omasss "Sürge" Laaawl	Skink Runners	8	2	3	7	Dodge, Stunty, Side Step, Sprint		1	5			1	21	100 000
3	Ssshaaawn "Seprő" Willian	Skink Runners	8	2	3	7	Dodge, Stunty, Side Step, Strip Ball			1		2	1	18	110 000
4	Joe "Spuri" Mikkssszon II.	Skink Runners	8	2	3	7	Dodge, Stunty, Sprint	MNG	1			1	1	8	80 000
5	Andy "Rozsdás" Ddd'aaaltt	Skink Runners	8	2	3	7	Dodge, Stunty, Sprint, Sure Feet, 1 Ni	MNG		2		1	2	18	100 000
6	Jefff "Bogyós" Ddd'liskkkel	Skink Runners	8	2	3	7	Dodge, Stunty			1				3	60 000
7	Ddd'le "Lökd" Kkk'iiilkpatttl	Journeyman	8	2	3	7	Dodge, Stunty, Loner								60 000
8	Laaandy "Rugd" Bbb'ullock	Skink Runners	8	2	3	7	Dodge, Stunty, Sneaky Git			3			1	14	80 000
9	A.J. "Füles" Gleeen	Journeyman	8	2	3	7	Dodge, Stunty, Loner								60 000
11	Dzzsovanni "Futre" Belnald	Skink Runners	8	3	4	7	Dodge, Stunty, +1 St, +1 Ag			3	2	2	1	22	150 000
17	Hemlock	Star	8	2	3	7	Legacy, Loner, Block, Dodge, Side Step, Jump Up, Stab, Stunty, Fan Favourite								170 000
18	Slibli	Star	7	4	1	9	Legacy, Loner, Block, Grab, Guard, Stand Firm, Fan Favourite								250 000
20	Ttt'leeey "Ugra" Hopppkins	Kroxigor	7	5	1	8	Loner, Bone-Head, Mighty Blow, Prehensile Tail, Thick Skull, Break Tackle, Block, +1 Ma, -1 Av					7	3	35	220 000

Total number of players next game: 11/13

Totals (excl TV for MNG players): 2 15 2 13 10 139 1 320 000

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:	3	x	60 000	=	180 000
Fan Factor:	5	x	10 000	=	50 000
Assistant Coaches:	1	x	10 000	=	10 000
Cheerleaders:	1	x	10 000	=	10 000
Apothecary:	1	x	50 000	=	50 000
Compensation:					-120 000
Team Value (incl MNGs value):					**1 680 000**
Induced Value:					**0**
Match Value (TV for match):					**1 500 000**
Treasury:					20 000

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

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