Les Mulan'Nimaux

Race: Elf

Head Coach: Lord Arzhul

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Oskhar Hibou	Lineman	6	3	4	7									60 000
2	Mikhe Apusein	Lineman	6	3	4	7						1		2	60 000
3	Mieldrane Hakaonda	Lineman	6	3	4	7						1		2	60 000
4	Paprikha Pybhara	Lineman	6	3	4	7									60 000
5	Ilpeturhi Popothame	Lineman	6	3	4	7	1 Ni	MNG							60 000
6	Syh Rhpan	Lineman	6	3	4	7									60 000
7	Whisty Thi	Thrower	6	3	4	7	Passe, Bras musclÃ©		1				1	6	100 000
9	Thaldrau Madhère	Catcher	8	3	4	7	RÃ©ception, Nerfs d'Acier, Passe Rapide		1	3			1	15	130 000
10	Ghalish Vhal	Catcher	8	3	4	7	RÃ©ception, Nerfs d'Acier, Passe Rapide			3				9	130 000
11	Ghorhan Huthan	Catcher	8	3	4	7	RÃ©ception, Nerfs d'Acier								100 000
13	Mar-Kho Yhote	Blitzer	7	3	4	8	Blocage, Glissade contrÃ´lÃ©e			1				3	110 000
14	Mharkoh Shon	Blitzer	7	3	4	8	Blocage, Glissade contrÃ´lÃ©e			1		1		5	110 000

Total number of players next game: 11/12

Totals (excl TV for MNG players): 2 8 0 3 2 42 980 000

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
Wizard (0-1):	__	x	150 000
Card budget:		x	0
Gate:			
FAME:			

ROSTER BY OBBLM

Team Goods

Rerolls:	3	x	50 000	=	150 000
Fan Factor:	1	x	10 000	=	10 000
Assistant Coaches:	0	x	10 000	=	0
Cheerleaders:	0	x	10 000	=	0
Apothecary:	1	x	50 000	=	50 000
Treasury:					20 000
Team Value (incl MNGs value):					**1 250 000**
Induced Value:					**0**
Match Value (TV for match):					**1 190 000**

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

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