

Reptile Rampagers

Race: Lizardman

Head Coach: Thommy

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Gortlax Yuatek	Saurus	6	4	1	9						2		4	80 000
2	Xlgar Zlatlan	Saurus	6	4	1	9	Block					1	1	7	100 000
3	Goro Texx	Saurus	6	4	1	9									80 000
4	Kroxboq Tlanxla	Saurus	6	4	1	9	Guard					1	1	7	100 000
5	Ti-Uax Pahualaxa	Saurus	6	4	1	9	Block					2	1	9	100 000
6	Ecxhol Xahutec	Saurus	6	4	1	9	Block			1		2		7	100 000
7	Hexli Tlaxhuan	Skink	8	2	3	7	Dodge, Stunty			1				3	60 000
8	Evox Crux	Skink	8	2	3	7	Dodge, Stunty, Side Step			3			1	14	80 000
10	Krexli Uthak	Skink	8	2	3	7	Dodge, Stunty, Diving Tackle			3				9	80 000
11	Goqadohi Macu	Skink	8	2	3	7	Dodge, Stunty, Diving Tackle			2				6	80 000
16	Crox Rockx	Kroxigor	6	5	1	9	Loner, Bone Head, Mighty Blow, Prehensile Tail, Thick Skull					2		4	140 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 0 10 0 10 4 70 1 000 000

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 0
 Card budget: x 0
 Gate:
 FAME:

ROSTER BY
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Team Goods

Rerolls: 3 x 60 000 = 180 000
 Fan Factor: 5 x 10 000 = 50 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 10 000
Team Value (incl MNGs value): 1 280 000
Induced Value: 0
Match Value (TV for match): 1 280 000

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

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