

# 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	Block					2	1	9	100 000
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					2	2	14	100 000
5	Ti-Uax Pahuaxala	Saurus	6	4	1	9	Block					2	1	9	100 000
6	Ecxhol Xahutec	Saurus	6	4	1	9	Block			1		4		11	100 000
7	Hexli Tlaxhuan	Skink	8	2	3	7	Dodge, Stunty, Sneaky Git				3			9	80 000
8	Evox Crux	Skink	9	2	3	7	Dodge, Stunty, Side Step, +1 Ma				4		1	17	110 000
9	Ned Flixx	Skink	8	2	3	7	Dodge, Stunty								60 000
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	Karl Krox	Kroxigor	6	5	1	9	Loner, Bone Head, Mighty Blow, Prehensile Tail, Thick Skull, Guard					3		6	160 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 0 13 0 14 6 97 1 150 000

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
- Halfing 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:

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### Team Goods

- Rerolls: 3 x 60 000 = 180 000
- Fan Factor: 7 x 10 000 = 70 000
- Assistant Coaches: 0 x 10 000 = 0
- Cheerleaders: 0 x 10 000 = 0
- Apothecary: 1 x 50 000 = 50 000
- Treasury: 120 000
- Team Value (incl MNGs value): 1 450 000**
- Induced Value: 0**
- Match Value (TV for match): 1 450 000**

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

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