

Koldbloods

Race: Lizardmen

Head Coach: Swifty

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Nakaitlaz	Kroxigor	5	5	1	9	Loner, Bone-Head, Mighty Blow, Prehensile Tail, Thick Skull, Guard, -1 Ma					3	1	11	160 000
2	Loquax	Saurus Blockers	6	4	1	9	Tackle, Frenzy*					1	2	12	100 000
3	Sotzalzboqi	Saurus Blockers	6	4	1	9	Block*					1		2	80 000
4	Garkaimazi	Saurus Blockers	6	4	1	9	Block*					2		4	80 000
5	Loqazi'ixlanax	Saurus Blockers	6	4	1	9	Break Tackle						2	10	100 000
6	Gorr	Saurus Blockers	6	4	1	9							1	5	80 000
7	Choloq	Saurus Blockers	6	4	1	9	Block					2	1	9	100 000
8	Cuaqtec	Skink Runners	8	2	3	7	Dodge, Stunty, Sprint			5				15	80 000
9	Olomaz'tlazz	Skink Runners	9	2	3	7	Dodge, Stunty, +1 Ma			3				9	90 000
10	Tzaq	Skink Runners	8	2	3	7	Dodge, Stunty, Diving Tackle		2	1		1		7	80 000
11	Tlaz	Skink Runners	8	2	3	7	Dodge, Stunty			1				3	60 000
100	Tzaqsub	Skink Runners	8	2	3	7	Dodge, Stunty								60 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 2 10 0 10 7 87 1 070 000

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:



Team Goods

Rerolls: 3 x 60 000 = 180 000
 Fan Factor: 4 x 10 000 = 40 000
 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): 1 340 000
Induced Value: 0
Match Value (TV for match): 1 340 000
 Treasury: 20 000

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