

Salamanders

Race: Lizardmen

Head Coach: Ricsi

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	1	Kroxigor	6	5	1	9	Loner, Bone-Head, Mighty Blow, Prehensile Tail, Thick Skull, Guard, Block					4	4	28	190 000
2	2	Saurus Blockers	6	4	1	8	Mighty Blow, Wrestle*, -1 Av					1	1	7	120 000
3	3	Saurus Blockers	6	4	1	9	Mighty Blow, Wrestle*					2	2	14	120 000
4	4	Saurus Blockers	6	4	1	9									80 000
5	5	Saurus Blockers	6	4	1	9									80 000
6	6	Saurus Blockers	6	4	1	9	Block					2	1	9	100 000
7	7	Saurus Blockers	6	4	1	9	Block			1			1	8	100 000
8	8	Skink Runners	8	2	3	7	Dodge, Stunty, Side Step			2				6	80 000
9	9	Skink Runners	8	2	3	7	Dodge, Stunty								60 000
10	10	Skink Runners	8	2	4	7	Dodge, Stunty, Side Step, Block, +1 Ag			12				36	150 000
11	11	Skink Runners	8	2	3	7	Dodge, Stunty								60 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 0 15 0 9 9 108 1 140 000

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: 2 x 60 000 = 120 000

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

Team Value (incl MNGs value): 1 380 000

Induced Value: 0

Match Value (TV for match): 1 380 000

Treasury: 290 000



