

Lazy Lizzies

Race: Lizardmen

Head Coach: Msturm

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
2	Oatluax the Viper	Skink Runners	8	2	3	7	Dodge, Stunty, Side Step			2			1	11	80 000
3	devón	Skink Runners	8	2	3	7	Dodge, Stunty, Side Step, Sure Feet		1	4			1	18	100 000
4	Xhooqs	Skink Runners	8	2	3	7	Dodge, Stunty, Side Step			1	1		1	10	80 000
5	Pablo the Dwarf Slayer	Saurus Blockers	6	4	1	9									80 000
6	Itzi of Zlatlan	Saurus Blockers	6	4	1	9	Block, Guard, Mighty Blow*					7	1	19	140 000
7	Itzi of Chaqua	Saurus Blockers	6	4	1	9	Guard, 1 Ni					2	1	9	100 000
8	Tryatec	Saurus Blockers	6	4	1	8	-1 Av								80 000
9	Quetzal	Saurus Blockers	6	4	1	9	1 Ni					1		2	80 000
10	Xho of Zlatan	Saurus Blockers	6	4	1	9						1		2	80 000
11	Kro'quetli	Kroxigor	6	5	1	9	Loner, Bone-Head, Mighty Blow, Prehensile Tail, Thick Skull, Block, Dodge, Guard*					6	3	27	220 000

Total number of players next game: 10/10

Totals (excl TV for MNG players): 1 7 1 17 8 98 1 040 000

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: 1 x 10 000 = 10 000
- Assistant Coaches: 1 x 10 000 = 10 000
- Cheerleaders: 1 x 10 000 = 10 000
- Apothecary: 1 x 50 000 = 50 000
- Team Value (incl MNGs value): 1 240 000**
- Induced Value: 0**
- Match Value (TV for match): 1 240 000**
- Treasury: 100 000

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OBBLM