

Raging Geckos

Race: Lizardmen

Head Coach: csaki

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
2	Unnamed	Skink Runners	8	2	3	6	Dodge, Stunty, -1 Av					2		4	60 000
3	Unnamed	Skink Runners	8	2	3	7	Dodge, Stunty, Sprint			2				6	80 000
4	Unnamed	Skink Runners	8	2	3	7	Dodge, Stunty, Sure Feet		1	2			2	17	80 000
5	Unnamed	Saurus Blockers	6	4	1	9	Block					3	1	11	100 000
6	Unnamed	Saurus Blockers	6	4	1	9	Block, Guard					3	2	16	120 000
7	Unnamed	Saurus Blockers	6	4	1	9	Block, Guard					6	1	17	120 000
8	Unnamed	Saurus Blockers	6	4	1	9	Block					1	1	7	100 000
9	Unnamed	Saurus Blockers	6	4	1	9	Block					3	1	11	100 000
10	Unnamed	Saurus Blockers	6	4	1	9	Block						3	15	100 000
11	Unnamed	Kroxigor	6	5	1	9	Loner, Bone-Head, Mighty Blow, Prehensile Tail, Thick Skull, Stand Firm, Guard					3	2	16	180 000
12	Unnamed	Skink Runners	8	2	3	7	Dodge, Stunty								60 000
13	Unnamed	Skink Runners	8	2	3	7	Dodge, Stunty, Side Step			3				9	80 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 1 7 0 21 13 129 1 180 000

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: 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

Team Value (incl MNGs value): 1 460 000

Induced Value: 0

Match Value (TV for match): 1 460 000

Treasury: 180 000

ROSTER BY
OBBLM

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

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