

SOTEK S PREDATORS 2021

Race: Lizardman

Head Coach: Masaniello

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Saurus	6	4	1	9	Block					1	1	7	100 000
2	Unnamed	Saurus	6	5	1	8	+1 St, -1 Av						2	10	130 000
3	Unnamed	Saurus	6	4	1	9	Block					1	1	7	100 000
4	Unnamed	Kroxigor	6	5	1	9	Loner, Bone Head, Mighty Blow, Prehensile Tail, Thick Skull								140 000
5	Balala	Skink	8	2	3	7	Dodge, Stunty, Side Step			2				6	80 000
6	Unnamed	Skink	8	2	3	7	Dodge, Stunty, Diving Tackle			2				6	80 000
7	Unnamed	Saurus	6	4	1	9	-1 Ag								80 000
8	Fortunello	Saurus	6	4	1	9									80 000
9	Unnamed	Saurus	6	4	1	9	Block, Frenzy					1	3	17	120 000
10	Unnamed	Skink	8	2	3	7	Dodge, Stunty			1				3	60 000
11	Unnamed	Skink	8	2	3	7	Dodge, Stunty			1				3	60 000
17	L'ivisible	ChamaleonSkink	7	2	3	7	Dodge, Stunty, Pass Block, Shadowing								70 000
18	Unnamed	Skink	8	2	3	7	Dodge, Stunty		1					1	60 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 1 6 0 3 7 60 1 160 000

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
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 3 x 60 000 = 180 000
 Fan Factor: 2 x 10 000 = 20 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 90 000
Team Value (incl MNGs value): 1 410 000
Induced Value: 0
Match Value (TV for match): 1 410 000

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

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