Amsterdam Danger Dogs

Race: Lizardman

Head Coach: Sti_cazZ

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	'Il Napoletano'	Kroxigor	6	5	1	9	Loner, Bone Head, Mighty Blow, Prehensile Tail, Thick Skull, Break Tackle, Block, I*					8	1	21	190 000
2	Brad Pittbull	Saurus	6	4	1	9	Block, Mighty Blow, I*			2		11		28	120 000
3	'The Bulldog'	Saurus	6	4	1	9	Block, Mighty Blow, I*					2	3	19	120 000
4	Unnamed	Saurus	6	4	1	9									80 000
5	Kill you of Corso II	Saurus	6	4	1	8	Block, Tackle, I*, -1 Av					4	2	18	120 000
6	Mastino	Saurus	6	4	1	9	Block					1	2	12	100 000
9	Unnamed	Skink	8	2	3	7	Dodge, Stunty								60 000
10	GayLord II	Skink	8	2	3	7	Dodge, Stunty, Diving Tackle, Side Step, I*			4			1	17	100 000
11	Trudy	Skink	8	2	3	7	Dodge, Stunty, Diving Tackle, Side Step, I*			4			1	17	100 000
12	Jacky Russell	Skink	7	2	3	7	Dodge, Stunty, Diving Tackle, -1 Ma		1	1			1	9	80 000
100	Unnamed	Journeyman	8	2	3	7	Dodge, Stunty, Loner								60 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 1 11 0 26 11 141 1 130 000

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:	8	x	10 000	=	80 000
Assistant Coaches:	0	x	10 000	=	0
Cheerleaders:	0	x	10 000	=	0
Apothecary:	1	x	50 000	=	50 000
Treasury:					10 000
Team Value (incl MNGs value):					**1 440 000**
Induced Value:					**0**
Match Value (TV for match):					**1 440 000**

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

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