

Prato Pellami XI

Race: Lizardman

Head Coach: Lord Berto

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Kroxigor	6	5	1	9	Loner, Bone Head, Mighty Blow, Prehensile Tail, Thick Skull			3		6		-29	140 000
2	Unnamed	Saurus	6	4	1	9	Tackle*								80 000
3	Unnamed	Saurus	6	4	1	9	Block*				1			2	80 000
4	Unnamed	Saurus	6	4	1	9	Block*				1			2	80 000
5	Unnamed	Saurus	6	4	1	9	Block*			1	1			5	80 000
6	Unnamed	Saurus	6	4	1	9	Block*								80 000
7	Unnamed	Saurus	6	4	1	9	Block*								80 000
8	Unnamed	Skink	8	2	3	7	Dodge, Stunty					1		2	60 000
9	Unnamed	Skink	8	2	3	7	Dodge, Stunty					1		2	60 000
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
12	Unnamed	Skink	8	2	3	7	Dodge, Stunty			1				3	60 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 0 7 3 8 0 -7 920 000

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: 2 x 60 000 = 120 000
 Fan Factor: 1 x 10 000 = 10 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 0
Team Value (incl MNGs value): 1 100 000
Induced Value: 0
Match Value (TV for match): 1 100 000

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

Please consider donating to the OBBLM project if you enjoy this software and wish to support further development and maintenance. For more information visit nicholasmr.dk