

Krokkobelli

Race: Lizardman

Head Coach: Morpao

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Dott. Connors	Kroxigor	6	5	1	9	Loner, Bone Head, Mighty Blow, Prehensile Tail, Thick Skull, Stand Firm, Block					6	2	22	190 000
2	Bronto II°	Saurus	6	4	1	9	Mighty Blow					1	1	7	100 000
3	Anchilo II°	Saurus	6	4	1	9									80 000
4	Stego	Saurus	6	5	1	9	+1 St					1	1	7	130 000
5	Spino	Saurus	6	4	1	9				1				3	80 000
6	Tiranno	Saurus	6	4	1	9	Block					3	1	11	100 000
7	Brachio	Saurus	6	4	1	9	Block, Side Step					2	3	19	130 000
9	Cromo II°	ChamaleonSkink	7	2	3	7	Dodge, Stunty, Pass Block, Shadowing								70 000
10	Camo	ChamaleonSkink	7	2	3	7	Dodge, Stunty, Pass Block, Shadowing								70 000
13	Cintola	Skink	8	2	3	6	Dodge, Stunty, Side Step, -1 Av			5				15	80 000
14	Scarpa	Skink	8	2	3	7	Dodge, Stunty, Diving Tackle, Block			7				21	110 000
16	Bracciale	Skink	8	2	3	7	Dodge, Stunty								60 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 0 13 0 13 8 105 1 200 000

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: 30 000
Team Value (incl MNGs value): 1 510 000
Induced Value: 0
Match Value (TV for match): 1 510 000

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

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