

# A Reptile Dysfunction

Race: Lizardman

Head Coach: Fanny

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Xanax der 2.	Saurus	6	4	1	9			0	0	0	0	1	5	80 000
2	Prozac	Saurus	6	4	1	9	Block, Break Tackle, Guard		0	1	0	5	6	43	140 000
3	Staxyn	Saurus	6	4	1	9	Block, Break Tackle, Tackle		0	0	0	4	5	33	140 000
4	Zucor	Saurus	6	4	1	9	Block, Guard, Mighty Blow		0	0	0	7	5	39	140 000
5	Valtrex	Saurus	7	4	1	9	Block, Guard, +1 Ma		0	0	0	4	6	38	150 000
6	Celexa	Saurus	6	4	1	9	Block, Break Tackle, Dodge		0	0	0	6	5	37	150 000
8	Flexeri	Skink	8	2	3	7	Dodge, Stunty, Side Step, Sure Feet, Sprint, Diving Tackle		2	17	0	1	0	55	140 000
10	Naproxen der 2.	Skink	8	2	2	7	Dodge, Stunty, Block, -1 Ag	MNG	0	3	0	0	0	9	90 000
12	Meloxicam der 2.	Skink	8	2	3	7	Dodge, Stunty		0	0	0	0	0	0	60 000
13	Amoxicillin der 2.	Skink	8	2	3	7	Dodge, Stunty		1	1	0	0	0	4	60 000
16	Oxandrolon	Kroxigor	6	5	1	9	Loner, Bone-head, Mighty Blow, Prehensile Tail, Thick Skull, Guard, Stand Firm, Block, Dodge		0	1	0	18	4	59	240 000

Total number of players next game: 10/11

Totals (excl TV for MNG players): 3 23 0 45 32 322 1 300 000

## 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  
 Halfing Master Chef (0-1): \_\_\_ x 300 000  
 Wandering Apothecaries (0-2): \_\_\_ x 100 000  
 Wizard (0-1): \_\_\_ x 150 000  
 Card budget: x  
 Gate:  
 FAME:

### Team Goods

Rerolls: 2 x 60 000 = 120 000  
 Fan Factor: 6 x 10 000 = 60 000  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 1 x 50 000 = 50 000  
 Treasury: 110 000  
**Team Value: 1 530 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 530 000**

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