

# Leapin' Lizards!

Race: Lizardman

Head Coach: DWoolbright

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Kroxie	Kroxigor	6	5	1	10	Loner, Bone-Head, Mighty Blow, Prehensile Tail, Thick Skull, +1 Av					2	2	14	170 000
2	Opus	Saurus	6	4	1	9									80 000
3	Hagar	Saurus	6	4	1	9						1		2	80 000
4	Otto	Saurus	6	4	1	9					1	1		4	80 000
5	Sluggo	Saurus	6	5	1	9	+1 St					2	1	9	130 000
6	Grog	Saurus	6	4	1	9	Block				1	5		12	100 000
7	Andy Capp	Saurus	6	4	1	9	Block					4	1	13	100 000
8	Lil Abner	Skink	8	2	2	7	Dodge, Stunty, Side Step, -1 Ag		1	2				7	80 000
9	Hobbes	Skink	8	2	4	7	Dodge, Stunty, Side Step, +1 Ag			5		1	2	27	120 000
10	Beetle	Skink	8	2	3	7	Dodge, Stunty, Sure Feet, Side Step			4			2	22	100 000
11	Dagwood	Skink	8	2	2	7	Dodge, Stunty, Side Step, -1 Ag					1	1	7	80 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 1 11 2 17 9 117 1 120 000

## 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 0

Gate:  
FAME:



### Team Goods

Rerolls: 3 x 60 000 = 180 000  
 Fan Factor: 7 x 10 000 = 70 000  
 Assistant Coaches: 1 x 10 000 = 10 000  
 Cheerleaders: 1 x 10 000 = 10 000  
 Apothecary: 1 x 50 000 = 50 000

Treasury: 30 000

**Team Value (incl MNGs value): 1 440 000**

**Induced Value: 0**

**Match Value (TV for match): 1 440 000**

ROSTER BY  
**08180**

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