

Race: **Lizardmen**Team Name: **Cardinals**Coach: **Narok**

Nr.	Name	Position	max	MA	ST	AG	AV	Skills, Permanent Injuries	Status	CP	TD	IN	CS	VP	SP	Value						
1	Peters	Saurus	1/6	6	4	1	9	Block			1		1	1	10	100.000						
2	Marcson	Saurus	2/6	6	4	1	9	Block					1	1	7	100.000						
3	Longan	Saurus	3/6	6	4	1	9						2		4	80.000						
4	Wird	Saurus	4/6	6	4	1	9						1		2	80.000						
5	Malesofz	Saurus	5/6	6	4	1	9								0	80.000						
6	Zalzon	Saurus	6/6	6	4	1	9								0	80.000						
7	Moginfall	Kroxigor	1/1	6	5	1	9	Loner, Mighty Blow, Thick Skull, Prehensile Tail, Bonehead, Break Tackle, Guard					3	3	21	180.000						
8	Manning	Skink	1/16	8	2	3	7	Loner, Dodge, Stunty	Journeyman						0	60.000						
9	Fitsgerald	Skink	0/16	8	2	3	7	Dodge, Stunty, Side Step	MNG		2			1	11	0						
10	Wells	Skink	2/16	8	2	3	7	Dodge, Stunty, Side Step			3				9	80.000						
11	Peterson	Skink	3/16	8	2	4	7	Dodge, Stunty, Diving Tackle, AG+			4			1	17	120.000						
12																						
13	Beanie	Skink	4/16	8	2	3	7	Dodge, Stunty, Diving Tackle, Nigging			2	1			8	80.000						
14																						
15																						
16																						
Total Players (next game): 11/16										1 / 1 allowed Journeymen used		Total: 0					12	1	8	7	89	1.040.000

Induced Stars and Mercenaries

max MA ST AG AV Skills

Total Induced Players: 0 / 5

Inducements (next game only)

Bloodweiser Babes (0-2):	0	x	50.000
Bribes (0-3):	0	x	100.000
Extra Training (0-4):	0	x	100.000
Halfling Master Chef (0-1):	0	x	300.000
Wandering Apothecaries (0-2):	0	x	100.000
Wizard (0-1):	0	x	150.000
Igor (0-1):	0	x	100.000
Budget for cards:			0
Total for Induced Stars and Mercenaries:			0

Permanent

Re-Rolls:	4	x	60.000	=	240.000
Fan Factor:	9	x	10.000	=	90.000
Assistant Coaches:	0	x	10.000	=	0
Cheerleaders:	0	x	10.000	=	0
Apothecary:	1	x	50.000	=	50.000
Treasury:			20.000		

Team Value: 1.420.000**Induced Value: 0****Match Value: 1.420.000**