

Tex'Zas Dernasurs

Race: Lizardman

Head Coach: Texas_Patty_Melt

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Hex'Gar	Saurus	6	4	1	9	Block					3		6	100 000
2	Kor'Boq	Saurus	6	4	1	9	-1 Ag								80 000
3	Qu'Botl	Saurus	6	4	1	9	Block						2	10	100 000
4	Chaq'Chaq	Saurus	6	4	1	9						2		4	80 000
5	Itza'Gar	Saurus	6	4	1	9									80 000
6	Qu'Goq	Saurus	6	4	1	9						2		4	80 000
7	Tehe'Boq	Skink	8	2	3	7	Dodge, Stunty					1		2	60 000
8	Tza'Qu II	Skink	8	2	3	7	Dodge, Stunty								60 000
9	Qua'Zec	Skink	8	2	3	7	Dodge, Stunty, Side Step			2			1	11	80 000
10	Ata'Kai	Skink	8	2	3	7	Dodge, Stunty			1		1		5	60 000
11	Lot'Ximni	Chameleon	7	2	3	7	Dodge, Pass Block, Shadowing, Stunty					1		2	70 000
12	Loq'Ximni II	Chameleon	7	2	3	7	Dodge, Pass Block, Shadowing, Stunty								70 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 0 3 0 10 3 44 920 000

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
 Wizard (0-1): ___ x 150 000
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 2 x 60 000 = 120 000
 Fan Factor: 3 x 10 000 = 30 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 10 000
Team Value (incl MNGs value): 1 120 000
Induced Value: 0
Match Value (TV for match): 1 120 000



■ 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