

# Lords of Lustria

Race: Lizardman

Head Coach: ShaneM

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Tempu Rhary	Journeyman	8	2	3	7	Dodge, Stunty, Loner								60 000
2	Hhawincii	Skink	8	2	3	7	Dodge, Stunty, Block			1		3	1	14	90 000
3	Zhexhi Bheehzt	Skink	8	2	3	7	Dodge, Stunty			1				3	60 000
4	Huutti	Skink	8	2	3	7	Dodge, Stunty, Sure Feet			3		1		11	80 000
5	Dhinoz Zhoar	Skink	8	2	3	7	Dodge, Stunty			1				3	60 000
7	Incatuu	Saurus	6	4	1	9	Dodge					1	1	7	110 000
8	Wahhtza Phora Bherecki	Saurus	6	4	1	9									80 000
9	Tautau	Saurus	6	4	1	8	Block, -1 Av					2	1	9	100 000
10	Slapbackha	Saurus	6	4	1	9	Block, Guard					7	1	19	120 000
11	Kikteetha	Saurus	6	4	1	9	Block, Break Tackle					4	2	18	120 000
12	Bhak Uff	Saurus	6	4	1	9									80 000
13	Tah Haralims Ouhf	Kroxigor	6	5	1	8	Loner, Bone-Head, Mighty Blow, Prehensile Tail, Thick Skull, Guard, Break Tackle, -1 Av					3	2	16	180 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 0 6 0 21 8 100 1 140 000

## 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: 3 x 60 000 = 180 000  
 Fan Factor: 4 x 10 000 = 40 000  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 1 x 50 000 = 50 000  
 Treasury: 50 000  
**Team Value (incl MNGs value): 1 410 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 410 000**

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**OBBLM**

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

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