

Sand Dune Flames

Race: Lizardman

Head Coach: Wally

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Thunksy	Kroxigor	5	5	1	9	Loner, Bone-Head, Mighty Blow, Prehensile Tail, Thick Skull, -1 Ma					1		2	140 000
2	Scythe	Saurus	6	4	1	9	Block, 1 Ni	MNG				2	1	9	100 000
3	Scar	Saurus	6	4	1	8	-1 Av, 1 Ni								80 000
4	Gal'ron	Saurus	6	4	1	9	Dodge					2	1	9	110 000
5	Clyde	Saurus	6	4	1	9	Block					2	1	9	100 000
6	Du'rak	Saurus	6	4	1	9	1 Ni								80 000
8	Skibidi	Skink	8	2	3	7	Dodge, Stunty, Catch			3			1	14	80 000
10	Pop	Skink	8	2	3	7	Dodge, Stunty		1					1	60 000
11	Skippi	Skink	8	2	3	7	Dodge, Stunty								60 000
12	Dipsy	Skink	8	2	3	7	Dodge, Stunty								60 000
13	Slipsy	Skink	8	2	3	7	Dodge, Stunty, Sure Feet, 1 Ni			2			1	11	80 000

Total number of players next game: 10/11

Totals (excl TV for MNG players): 1 5 0 7 5 55 850 000

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: 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: 250 000
Team Value (incl MNGs value): 1 240 000
Induced Value: 0
Match Value (TV for match): 1 140 000

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

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