

Lustria Raptors

Race: Lizardman

Head Coach: Sraptor

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Trejo	Saurus	6	4	1	9	Placar, Golpe Mortifero			1		5	2	23	120 000
2	Pacheco	Saurus	6	4	1	9	Placar						2	10	100 000
3	Martínez	Saurus	6	4	1	9	Placar					3	1	11	100 000
4	Tuco	Saurus	6	4	1	9	Placar					2	1	9	100 000
5	Elian	Saurus	6	4	1	9	Placar, Golpe Mortifero					1	4	22	120 000
6	Fidel	Saurus	6	4	1	9									80 000
7	Rico	Skink	8	2	3	7	Esquivar, Escurridizo								60 000
8	Vargas	Skink	8	2	3	7	Esquivar, Escurridizo, Pies Firmes			2				6	80 000
9	Oliveira	Skink	8	2	3	7	Esquivar, Escurridizo								60 000
10	Espinosa	Skink	8	2	3	7	Esquivar, Escurridizo, Atrapar			3				9	80 000
11	Cortez	Kroxigor	6	5	1	9	Solitario, Cabeza Hueca, Golpe Mortifero, Cola Prensil, Cabeza Dura, Placar					4	1	13	170 000
12	Reyes	Skink	8	2	3	7	Esquivar, Escurridizo					1	1	7	60 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 0 6 0 16 12 110 1 130 000

Induced Stars and Mercenaries	MA	ST	AG	AV	Skills	CP	TD	Int	Cas	MVP	SPP	Value

<p>Inducements (for next match)</p> <p>Bloodweiser Babes (0-2): ___ x 50 000</p> <p>Bribes (0-3): ___ x 100 000</p> <p>Extra Training (0-4): ___ x 100 000</p> <p>Halfing Master Chef (0-1): ___ x 300 000</p> <p>Wandering Apothecaries (0-2): ___ x 100 000</p> <p>Wizard (0-1): ___ x 150 000</p> <p>Card budget: x 0</p> <p>Gate:</p> <p>FAME:</p>		<p>Team Goods</p> <p>Rerolls: 2 x 60 000 = 120 000</p> <p>Fan Factor: 5 x 10 000 = 50 000</p> <p>Assistant Coaches: 0 x 10 000 = 0</p> <p>Cheerleaders: 0 x 10 000 = 0</p> <p>Apothecary: 1 x 50 000 = 50 000</p> <p>Treasury: 200 000</p> <p>Team Value (incl MNGs value): 1 350 000</p> <p>Induced Value: 0</p> <p>Match Value (TV for match): 1 350 000</p>
---	--	--



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

Please consider donating to the OBLM project if you enjoy this software and wish to support further development and maintenance. For more information visit nicholasmr.dk