

# Tlaxlan Titans

Race: Lizardman

Head Coach: pako

| Nr | Name              | Position | MA | ST | AG | AV | Skills and Injuries                                                | MNG | CP | TD | Int | Cas | MVP | SPP | Value   |
|----|-------------------|----------|----|----|----|----|--------------------------------------------------------------------|-----|----|----|-----|-----|-----|-----|---------|
| 1  | LeShaun Skink     | Skink    | 8  | 2  | 3  | 7  | Dodge, Stunty, Side Step, Block                                    |     |    | 4  |     |     | 1   | 17  | 110 000 |
| 2  | Marcus Mamba      | Skink    | 8  | 2  | 3  | 7  | Dodge, Stunty, Side Step                                           |     |    | 1  |     | 1   | 1   | 10  | 80 000  |
| 3  | Cobra Levin       | Skink    | 8  | 2  | 4  | 7  | Dodge, Stunty, +1 Ag                                               |     |    | 2  |     |     |     | 6   | 100 000 |
| 4  | Boa Ryan II       | Skink    | 8  | 2  | 3  | 7  | Dodge, Stunty, Sneaky Git                                          |     |    | 2  |     |     |     | 6   | 80 000  |
| 5  | Brian Drako       | Kroxigor | 6  | 5  | 1  | 9  | Loner, Bone-Head, Mighty Blow, Prehensile Tail, Thick Skull, Block |     |    |    |     | 4   |     | 8   | 170 000 |
| 6  | Lizard Matthews   | Saurus   | 6  | 4  | 1  | 9  | Block                                                              |     |    |    |     | 1   | 1   | 7   | 100 000 |
| 7  | Basilisk Gabbert  | Saurus   | 6  | 5  | 1  | 9  | +1 St                                                              |     |    | 1  |     |     | 2   | 13  | 130 000 |
| 8  | Quinton Snake     | Saurus   | 6  | 4  | 1  | 9  | Block                                                              |     |    |    |     | 1   | 1   | 7   | 100 000 |
| 9  | Davyper Kingsnake | Saurus   | 6  | 4  | 1  | 9  |                                                                    |     |    |    |     | 1   |     | 1   | 80 000  |
| 10 | Austin Python     | Saurus   | 6  | 4  | 1  | 9  | 1 Ni                                                               |     |    |    |     | 1   |     | 2   | 80 000  |
| 11 | Dragon Jones II   | Saurus   | 6  | 4  | 1  | 9  |                                                                    |     |    |    |     |     |     |     | 80 000  |
|    |                   |          |    |    |    |    |                                                                    |     |    |    |     |     |     |     |         |
|    |                   |          |    |    |    |    |                                                                    |     |    |    |     |     |     |     |         |
|    |                   |          |    |    |    |    |                                                                    |     |    |    |     |     |     |     |         |
|    |                   |          |    |    |    |    |                                                                    |     |    |    |     |     |     |     |         |
|    |                   |          |    |    |    |    |                                                                    |     |    |    |     |     |     |     |         |

Total number of players next game: 11/11

Totals (excl TV for MNG players): 0 10 0 9 6 77 1 110 000

## 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: 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: 20 000

**Team Value (incl MNGs value): 1 320 000**

**Induced Value: 0**

**Match Value (TV for match): 1 320 000**

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

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