

# Verderame

Race: Lizardman

Head Coach: sgaua

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Chartreuse	Saurus	5	4	1	9	-1 Ma								80 000
2	Lime	Saurus	6	4	1	9							1	5	80 000
3	Celadon	Saurus	6	4	1	9							1	5	80 000
4	Pera	Saurus	6	4	1	9						1		2	80 000
5	Giada	Saurus	6	4	1	9									80 000
6	Ortica	Saurus	6	4	1	9									80 000
8	Mimetico	Chameleon Skink	7	2	3	7	Pass Block, Shadowing, Dodge, Stunty								70 000
9	Felce	Skink	8	2	3	7	Dodge, Stunty, Side Step			3				9	80 000
10	Cinabro	Skink	8	2	3	7	Dodge, Stunty								60 000
11	Legnano	Skink	8	2	3	7	Dodge, Stunty								60 000

Total number of players next game: 10/10

Totals (excl TV for MNG players): 0 3 0 1 2 21 750 000

## 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 0  
 Card budget: x 0  
 Gate:  
 FAME:



### Team Goods

Rerolls: 3 x 60 000 = 180 000  
 Fan Factor: 0 x 10 000 = 0  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 0 x 50 000 = 0  
 Treasury: 50 000  
**Team Value (incl MNGs value): 930 000**  
**Induced Value: 0**  
**Match Value (TV for match): 930 000**

ROSTER BY  
**OBBLM**

■ 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