

# Karak Kadrin Steelheads

Race: Dwarf

Head Coach: Gyurma

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Gildak Werack	Troll Slayer	5	3	1	8	Block, Dauntless, Frenzy, Thick Skull, -1 Ag, 1 Ni	MNG				1		2	90 000
2	Bofdine Gimnore	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull, Guard					4		8	110 000
3	Wergur Voncral	Runner	6	3	3	8	Sure Hands, Thick Skull, Block		2	3		1		13	100 000
4	Bazak Urzak	Runner	7	3	3	8	Sure Hands, Thick Skull, +1 Ma			2			1	11	110 000
5	Gimim Belcral	Blitzer	5	3	3	9	Block, Thick Skull, Guard						2	10	100 000
6	Garar Azeit	Blitzer	5	3	3	9	Block, Thick Skull					1		2	80 000
7	Nalbir Bellode	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					4		8	90 000
8	Torias Dareft	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard						2	10	90 000
9	Duergur Anest	Blocker	4	3	2	9	Block, Tackle, Thick Skull					2		4	70 000
10	Urral Gimarr	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard						3	15	90 000
11	Bazon Bduum	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard					4	1	13	90 000
12	Darthal Kilest	Blocker	4	3	2	9	Block, Tackle, Thick Skull, 1 Ni					1		2	70 000
13	Vondak Dhak	Deathroller	4	7	1	10	Loner, Break Tackle, Dirty Player, Juggernaut, Mighty Blow, No Hands, Secret Weapon, Stand Firm					1		2	160 000

Total number of players next game: 12/13

Totals (excl TV for MNG players): 2 5 0 19 9 100 1 160 000

### 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  
 Horatio X Schottenheim (0-1): \_\_\_ x 80 000  
 Card budget: x 0  
 Gate:  
 FAME:



### Team Goods

Rerolls: 3 x 50 000 = 150 000  
 Fan Factor: 8 x 10 000 = 80 000  
 Assistant Coaches: 3 x 10 000 = 30 000  
 Cheerleaders: 3 x 10 000 = 30 000  
 Apothecary: 1 x 50 000 = 50 000  
**Team Value (incl MNGs value): 1 590 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 500 000**  
 Treasury: 0

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