

# Nagaroth Darkblades

Race: Dark Elf

Head Coach: Pata

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Bitch-Ella	Witch Elf	7	2	5	7	Frenzy, Dodge, Jump Up, +1 Ag, -1 St		3	3				12	150 000
2	Karamazov	Blitzer	7	3	4	8	Block, Dodge, Side Step		1	4		1	1	20	140 000
3	Nabukov	Blitzer	7	3	4	8	Block, Dodge, Tackle		2	4			1	19	140 000
4	Toy-sztoy	Blitzer	7	3	4	8	Block, Dodge, Leap			5		1		17	140 000
5	Kalesnyikov	Blitzer	7	3	4	8	Block			1				3	100 000
6	Paraj	Runner	7	2	4	7	Dump-Off, Pass, -1 St		10				1	15	100 000
7	Sarapova	Witch Elf	7	3	4	7	Frenzy, Dodge, Jump Up			1				3	110 000
8	Örmény	Lineman	4	3	4	8	Block, -2 Ma	MNG	1			2	1	10	90 000
9	Ukrán	Lineman	6	3	4	8							1	5	70 000
10	Belorusz	Lineman	6	3	4	8	Wrestle						2	10	90 000
11	Paroszláv	Lineman	6	3	4	8							1	5	70 000

Total number of players next game: 10/11

Totals (excl TV for MNG players): 17 18 0 4 8 119 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  
 Horatio X Schottenheim (0-1): \_\_\_ x 80 000  
 Card budget: x 0  
 Gate:  
 FAME:



### Team Goods

Rerolls: 2 x 50 000 = 100 000  
 Fan Factor: 5 x 10 000 = 50 000  
 Assistant Coaches: 1 x 10 000 = 10 000  
 Cheerleaders: 1 x 10 000 = 10 000  
 Apothecary: 1 x 50 000 = 50 000  
**Team Value (incl MNGs value): 1 420 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 330 000**  
 Treasury: 130 000

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**OBBLM**

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

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