

# Nuffling Testművelők Köre

Race: Goblin

Head Coach: roante

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Jobbláb	Trolls	4	5	1	9	Always Hungry, Loner, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate, Piling On					2	2	14	130 000
2	Faltörőkos	Trolls	4	5	1	9	Always Hungry, Loner, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate, Piling On, Break Tackle	MNG				6	2	22	150 000
3	Waaargh	Fanatic	3	7	3	7	Ball & Chain, No Hands, Secret Weapon, Stunty					1		2	70 000
4	Wrumm	Looney	6	2	3	7	Chainsaw, Secret Weapon, Stunty						1	5	40 000
5	Ototototooot	Goblins	6	2	3	7	Dodge, Right Stuff, Stunty					1		2	40 000
7	Limbo!	Goblins	6	2	3	7	Dodge, Right Stuff, Stunty, 1 Ni	MNG							40 000
8	Kicsizöld	Goblins	6	2	3	7	Dodge, Right Stuff, Stunty, Block			2		1	1	13	70 000
9	Mivaa	Goblins	6	2	3	7	Dodge, Right Stuff, Stunty					1		2	40 000
10	Futós	Goblins	6	2	3	7	Dodge, Right Stuff, Stunty, Side Step			1		1	1	10	60 000
11	Taknyi	Goblins	6	2	3	7	Dodge, Right Stuff, Stunty, Catch			2				6	60 000
12	Gwarhöö	Goblins	6	2	3	7	Dodge, Right Stuff, Stunty								40 000
13	Túlélő	Goblins	6	2	3	7	Dodge, Right Stuff, Stunty			1		1		5	40 000
14	Patkányszagú	Goblins	6	2	3	7	Dodge, Right Stuff, Stunty								40 000
15	Wlfrgh	Goblins	6	2	3	7	Dodge, Right Stuff, Stunty						1	5	40 000

Total number of players next game: 12/14

Totals (excl TV for MNG players): 0 6 0 14 8 86 670 000

## 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 50 000  
 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  
 Fink Da Fixer (0-1): \_\_\_ x 50 000  
 Card budget: x 0

Gate:  
FAME:



### Team Goods

Rerolls: 3 x 60 000 = 180 000  
 Fan Factor: 5 x 10 000 = 50 000  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 1 x 50 000 = 50 000  
**Team Value (incl MNGs value): 1 140 000**  
**Induced Value: 0**  
**Match Value (TV for match): 950 000**  
 Treasury: 40 000

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**OBBLM**

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

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