NurSlaa

Race: Nurgle

Head Coach: Rozo

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Kraamus	Rotspawn	4	5	1	9	Loner, Disturbing Presence, Foul Appearance, Mighty Blow, Nurgle's Rot, Really Stupid, Regeneration, Tentacles, Break Tackle					2	1	9	160 000
2	Dyrand	Bloaters	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration, Block					3	1	11	130 000
3	Pargephus	Bloaters	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration, Block					1	2	12	130 000
4	Kasso'tiro	Bloaters	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration, Block, Guard					6	1	17	150 000
5	Helmspasm	Bloaters	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration, Block					5	1	15	130 000
6	Melcian	Pestigor	6	3	3	8	Horns, Nurgle's Rot, Regeneration, Dodge			2	1	1	1	15	110 000
7	Annihx	Rotter	5	3	3	8	Decay, Nurgle's Rot						1	5	40 000
8	Galrilith	Rotter	5	3	3	8	Decay, Nurgle's Rot			1				3	40 000
9	Toadfester	Rotter	5	3	3	8	Decay, Nurgle's Rot								40 000
10	Siosou	Rotter	5	3	3	8	Decay, Nurgle's Rot			1				3	40 000
11	Grindrip	Rotter	5	3	3	8	Decay, Nurgle's Rot						1	5	40 000
12	Spikespittle	Pestigor	6	3	3	8	Horns, Nurgle's Rot, Regeneration								80 000
13	Kytrical	Rotter	5	3	3	8	Decay, Nurgle's Rot, Block		1				1	6	60 000
14	Carnalpest	Rotter	5	3	3	8	Decay, Nurgle's Rot								40 000

Total number of players next game: 14/14

Totals (excl TV for MNG players): 1 4 1 18 10 101 1 190 000

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
Igor (0-1):	__	x	100 000
Horatio X Schottenheim (0-1):	__	x	80 000
Papa Skullbones (0-1):	__	x	80 000
Card budget:		x	0
Gate:			
FAME:			

ROSTER BY OBBLM

Team Goods

Rerolls:	2	x	70 000	=	140 000
Fan Factor:	8	x	10 000	=	80 000
Assistant Coaches:	0	x	10 000	=	0
Cheerleaders:	0	x	10 000	=	0

Team Value (incl MNGs value): 1 410 000

Induced Value: 0

Match Value (TV for match): 1 410 000

Treasury: 240 000

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

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