Naggaroth Backups

Race: Dark Elf

Head Coach: Mortel

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Halarin	Assassin	6	3	4	7	Shadowing, Stab								90 000
2	Alirna	Witch Elf	7	3	5	7	Frenzy, Dodge, Jump Up, Wrestle, +1 Ag		1	2			2	17	170 000
5	Vinevit	Runner	7	3	4	7	Dump-Off, Leader, Block		8	1			1	16	120 000
7	Naulgin	Blitzer	7	3	4	8	Block, Dodge, Side Step		2	3			1	16	140 000
8	Nituhbar	Blitzer	7	3	4	8	Block, Dodge, Guard		3	4		1	1	22	150 000
9	Iyaox	Blitzer	7	3	4	8	Block, Dodge, Guard		1	1		2	2	18	150 000
10	Zeren	Blitzer	8	3	5	8	Block, +1 Ma, +1 Ag		2	5		1	1	24	170 000
11	Zakilir	Lineman	6	3	4	8	Block		1				1	6	90 000
12	Vorlat	Lineman	6	3	4	8	Kick		2				1	7	90 000
13	Dorakaun	Lineman	6	3	4	7	-1 Av	MNG							70 000
15	Hidarket	Lineman	6	3	4	8	Block		1	1		1	1	11	90 000

Total number of players next game: 10/11

Totals (excl TV for MNG players): 21 17 0 5 11 137 1 260 000

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:			

ROSTER BY OBBLM

Team Goods

Rerolls:	2	x	50 000	=	100 000
Fan Factor:	7	x	10 000	=	70 000
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):					**1 550 000**
Induced Value:					**0**
Match Value (TV for match):					**1 480 000**
Treasury:					210 000

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

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