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 Azeft	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:			

ROSTER BY OBBLM



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

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

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