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:			

ROSTER BY OBBLM



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

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

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