

Guardia della Morte_rookie

Race: Nurgle

Head Coach: Nemesi

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Ordeon	Rotter	5	3	3	8	Decay, Nurgle's Rot		1					1	40 000
2	Fireborn	Rotter	5	3	3	8	Decay, Nurgle's Rot								40 000
4	Deidre	Rotter	5	3	3	8	Decay, Nurgle's Rot					1		2	40 000
5	Ganga	Rotter	5	3	3	8	Decay, Nurgle's Rot								40 000
6	Fairia	Pestigor	6	3	3	8	Horns, Nurgle's Rot, Regeneration								80 000
7	Grendel	Nurgle Warrior	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration								110 000
8	Zyka	Nurgle Warrior	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration								110 000
9	Klovir	Nurgle Warrior	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration, Block			1			1	8	130 000
10	Yahia	Nurgle Warrior	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration, Block					3	1	11	130 000
11	Anghara	Beast of Nurgle	4	5	1	9	Loner, Disturbing Presence, Foul Appearance, Mighty Blow, Nurgle's Rot, Really Stupid, Regeneration, Tentacles					2	1	9	140 000

Total number of players next game: 10/10

Totals (excl TV for MNG players): 1 1 0 6 3 31 860 000

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

Card budget: x 0

Gate:

FAME:



Team Goods

Rerolls: 2 x 70 000 = 140 000

Fan Factor: 1 x 10 000 = 10 000

Assistant Coaches: 0 x 10 000 = 0

Cheerleaders: 0 x 10 000 = 0

Treasury: 60 000

Team Value (incl MNGs value): 1 010 000

Induced Value: 0

Match Value (TV for match): 1 010 000

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

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