

Badlands Night Lords

Race: Vampire

Head Coach: Saebelsultan

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
10	Krug the Painspear	Vampire	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration, Pro, Dodge, Block			3		1	4	31	170 000
11	Kolath the Green	Vampire	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration, Pro, Mighty Blow		4	1			4	27	150 000
12	Ugroth the Fang	Vampire	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration, Pro, Mighty Blow		1	3		3	1	21	150 000
13	Ghazdug the Destroyer	Vampire	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration, Pro, Mighty Blow		3	1			2	16	150 000
14	Kurgan the Khan	Vampire	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration								110 000
20	Rip	Thrall	6	3	3	7	Thick Skull								40 000
21	Gurk	Thrall	6	3	3	7	Thick Skull								40 000
23	Khan jr.	Thrall	6	3	3	7	Thick Skull								40 000
25	Durg	Thrall	6	3	3	7	Thick Skull					1		2	40 000
26	Ugly	Thrall	6	3	3	7	Thick Skull, Dirty Player		1				1	6	60 000
27	Urgar	Thrall	6	3	3	7	Thick Skull								40 000
28	Gorflem	Thrall	6	3	3	7	Thick Skull	MNG	1					1	40 000
29	Grashnak	Thrall	6	3	3	7	Thick Skull								40 000

Total number of players next game: 12/13

Totals (excl TV for MNG players): 10 8 0 5 12 104 1 030 000

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
 Halfing Master Chef (0-1): ___ x 300 000
 Wandering Apothecaries (0-2): ___ x 100 000
 Wizard (0-1): ___ x 200 000
 Card budget: x 0
 Gate:
 FAME:

ROSTER BY
OBBLM



Team Goods

Rerolls: 5 x 70 000 = 350 000
 Fan Factor: 1 x 10 000 = 10 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 30 000
Team Value (incl MNGs value): 1 480 000
Induced Value: 0
Match Value (TV for match): 1 440 000

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

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