

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Husk	Mummy	3	5	1	9	Mighty Blow, Regeneration, Guard					2	1	9	140 000
2	Drool	Mummy	4	5	1	9	Mighty Blow, Regeneration, Guard, Block, +1 Ma					15	3	45	200 000
3	Gnaw	Ghoul	7	3	4	7	Dodge, Block, Guard, +1 Ag		4	4		1	3	33	160 000
4	Grind	Ghoul	7	3	3	7	Dodge								70 000
5	Gristle	Ghoul	7	3	3	7	Dodge, Block		2	1			1	10	90 000
6	Grift	Ghoul	7	3	3	7	Dodge, Wrestle		2	3				11	90 000
7	Gatsby	Wight	6	3	3	8	Block, Regeneration, Guard		1	2		1	1	14	110 000
8	Percival	Wight	6	3	3	8	Block, Regeneration								90 000
9	Bb	Zombie	4	3	2	8	Regeneration, Kick			1		1	1	10	60 000
10	brrR	Zombie	4	3	2	8	Regeneration								40 000
11	rRraaA	Zombie	4	3	2	8	Regeneration								40 000
12	AAAI	Zombie	4	3	2	8	Regeneration					1		2	40 000
13	Iinn	Zombie	4	3	2	8	Regeneration								40 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 9 11 0 21 10 134 1 170 000

Induced Stars and Mercenaries	MA	ST	AG	AV	Skills	CP	TD	Int	Cas	MVP	SPP	Value

Inducements (for next match)	Team Goods
Bloodweiser Babes (0-2): ___ x 50 000	Rerolls: 4 x 70 000 = 280 000
Bribes (0-3): ___ x 100 000	Fan Factor: 7 x 10 000 = 70 000
Extra Training (0-4): ___ x 100 000	Assistant Coaches: 0 x 10 000 = 0
Halfing Master Chef (0-1): ___ x 300 000	Cheerleaders: 0 x 10 000 = 0
Igor (0-1): ___ x 100 000	Necromancer: 1 x 0 = 0
Wizard (0-1): ___ x 150 000	Treasury: 100 000
Card budget: x 0	Team Value (incl MNGs value): 1 520 000
Gate:	Induced Value: 0
FAME:	Match Value (TV for match): 1 520 000



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OBBLM

■ MNG ■ Journeyman □ New skill available ■ Stat upgrade ■ Stat downgrade

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