

# Drakenhof Dead meat

Race: Necromantic Horror

Head Coach: Quat

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Hans	Wight Blitzers	6	3	3	8	Block, Regeneration, Guard			1			1	8	110 000
2	Heinrich	Wight Blitzers	6	3	3	8	Block, Regeneration, Guard, Side Step					1	3	17	140 000
3	Wolfgang	Werewolves	8	3	3	8	Claw/Claws, Frenzy, Regeneration, Dodge, Block*		7	1				10	160 000
4	Otto	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull								110 000
7	Kurt	Zombies	4	3	2	8	Regeneration								40 000
8	Günter	Zombies	4	3	2	8	Regeneration, Block					1	1	7	60 000
9	Werner	Zombies	4	3	2	8	Regeneration								40 000
10	Klaus	Zombies	4	3	2	8	Regeneration								40 000
11	Walter	Zombies	4	3	2	8	Regeneration								40 000
13	Frank	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull								110 000
14	Helmut	Werewolves	8	3	3	8	Claw/Claws, Frenzy, Regeneration, Dodge, Side Step, Tackle, Block*		1	5		4	3	39	200 000
15	Jürgen	Zombies	4	3	2	8	Regeneration, Block					2	1	9	60 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 8 7 0 8 9 90 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:



### Team Goods

Rerolls: 3 x 70 000 = 210 000  
 Fan Factor: 5 x 10 000 = 50 000  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 0 x 50 000 = 0  
**Team Value (incl MNGs value): 1 370 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 370 000**  
 Treasury: 90 000

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**OBBLM**

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

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