

# Szellemtelenek

Race: Shambling Undead

Head Coach: Kopi

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Ufuk	Mummys	3	5	1	8	Mighty Blow, Regeneration, Guard, Stand Firm, Block, -1 Av					13	1	31	190 000
2	Eban	Mummys	3	5	1	9	Mighty Blow, Regeneration, Guard, Break Tackle					6	2	22	160 000
3	Jakab	Wight Blitzers	6	3	3	8	Block, Regeneration, Tackle, Mighty Blow					3	3	21	130 000
4	Unity	Wight Blitzers	6	3	3	8	Block, Regeneration, Dodge			1		2	1	12	120 000
5	Hang	Ghoul Runners	7	3	3	7	Dodge, Block, Side Step		1	3		1	1	17	110 000
6	Deion	Ghoul Runners	8	3	3	7	Dodge, Block, Sure Hands, +1 Ma		2	6		2	3	39	140 000
7	Umut	Ghoul Runners	7	3	3	7	Dodge, Block, Side Step		1	6		1		21	110 000
8	Arthur Dent II	Zombies	4	3	2	8	Regeneration								40 000
9	Ning	Zombies	4	3	2	8	Regeneration, Block					2	1	9	60 000
10	Lars	Zombies	4	3	2	8	Regeneration								40 000
12	Ratan	Zombies	4	3	2	8	Regeneration								40 000
13	Jett	Zombies	4	3	2	8	Regeneration, Block					1	1	7	60 000
14	Reu	Zombies	4	3	2	8	Regeneration	MNG							40 000
15	Jack	Zombies	4	3	2	8	Regeneration								40 000
16	RAISED ZOMBIE	Zombies	4	3	2	8	Regeneration								40 000

Total number of players next game: 14/15

Totals (excl TV for MNG players): 4 16 0 31 13 179 1 280 000

## 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: 9 x 10 000 = 90 000  
 Assistant Coaches: 3 x 10 000 = 30 000  
 Cheerleaders: 2 x 10 000 = 20 000  
 Apothecary: 0 x 50 000 = 0  
**Team Value (incl MNGs value): 1 670 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 630 000**  
 Treasury: 540 000

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**OBBLM**

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

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