

Draghoula

Race: Necromantic Horror

Head Coach: horadian

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Jose	Werewolves	8	3	4	8	Claw/Claws, Frenzy, Regeneration, Block, Dodge, +1 Ag		1	8		5		35	200 000
2	Juan	Werewolves	8	4	3	8	Claw/Claws, Frenzy, Regeneration, Block, +1 St			4		5	2	32	190 000
3	Orville	Wight Blitzers	6	3	3	8	Block, Regeneration, Guard		1			2	1	10	110 000
4	Wilbur	Wight Blitzers	6	3	3	8	Block, Regeneration						1	5	90 000
5	Gólerós	Ghoul Runners	7	3	3	7	Dodge, Block		2				1	7	90 000
6	Joseph	Ghoul Runners	7	3	3	7	Dodge, Leader			1			1	8	100 000
7	Csalit	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull						1	5	110 000
9	Billy	Zombies	4	3	2	8	Regeneration						1	5	40 000
10	Monty	Zombies	4	3	2	8	Regeneration					1		2	40 000
11	Kazah	Zombies	4	3	2	8	Regeneration								40 000
12	Bob	Zombies	4	3	2	8	Regeneration						1	5	40 000
13	Gorstuf Skarkop	Zombies	4	3	2	8	Regeneration					2		4	40 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 4 13 0 15 9 118 1 090 000

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: 6 x 10 000 = 60 000
 Assistant Coaches: 2 x 10 000 = 20 000
 Cheerleaders: 2 x 10 000 = 20 000
 Apothecary: 0 x 50 000 = 0
Team Value (incl MNGs value): 1 400 000
Induced Value: 0
Match Value (TV for match): 1 400 000
 Treasury: 120 000

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