

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Lord Popov	Werewolves	8	3	4	8	Claw/Claws, Frenzy, Regeneration, +1 Ag		1	2		3		13	160 000
3	Drazius	Wight Blitzers	6	3	3	8	Block, Regeneration, Mighty Blow, Tackle					3	2	16	130 000
4	Shade	Wight Blitzers	6	3	3	8	Block, Regeneration, Guard					2	2	14	110 000
5	Nakai	Flesh Golem	3	4	2	9	Regeneration, Stand Firm, Thick Skull, -1 Ma	MNG							110 000
6	Nezar	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull, Block					2	2	14	130 000
7	Firnem	Ghoul Runners	7	3	3	7	Dodge, Block			3				9	90 000
8	Hertze	Ghoul Runners	7	3	3	7	Dodge, Block, Sure Hands		2	7			2	33	110 000
9	Gloom	Zombies	4	3	2	8	Regeneration								40 000
10	Serpent	Zombies	4	3	2	8	Regeneration								40 000
11	Mildew	Zombies	4	3	2	8	Regeneration						1	5	40 000
12	Calamity	Zombies	4	3	2	8	Regeneration								40 000
13	Grazis	Zombies	4	3	2	8	Regeneration, Wrestle, Dauntless					4	2	18	80 000
14	Calran	Zombies	3	3	2	8	Regeneration, -1 Ma								40 000
15	Poe the Tormented	Zombies	4	3	2	8	Regeneration					2		4	40 000

Total number of players next game: 13/14

Totals (excl TV for MNG players): 3 12 0 16 11 126 1 050 000

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: 7 x 10 000 = 70 000

Assistant Coaches: 0 x 10 000 = 0

Cheerleaders: 0 x 10 000 = 0

Apothecary: 0 x 50 000 = 0

**Team Value (incl MNGs value): 1 440 000**

**Induced Value: 0**

**Match Value (TV for match): 1 330 000**

Treasury: 330 000

