

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Bukott	Wight Blitzers	6	3	3	8	Block, Regeneration, Jump Up		2			3		8	120 000
2	Parkőr	Wight Blitzers	6	3	3	8	Block, Regeneration, Tackle			1		3	1	14	110 000
3	Fényjáró	Ghoul Runners	7	3	3	7	Dodge		1					1	70 000
4	Cselező	Ghoul Runners	7	3	3	7	Dodge, Side Step		1	3			1	15	90 000
5	Elvis Haza	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull								110 000
7	Frenky	Werewolves	8	3	3	8	Claw/Claws, Frenzy, Regeneration			1		1		5	120 000
8	RAISED ZOMBIE	Zombies	4	3	2	8	Regeneration								40 000
9	Szétesem	Zombies	4	3	2	8	Regeneration					2		4	40 000
10	Egykezű	Zombies	4	3	2	8	Regeneration, Block					1	2	12	60 000
11	Lógós	Zombies	4	3	2	8	Regeneration						1	5	40 000
13	Falábú	Zombies	4	3	2	8	Regeneration								40 000
15	Észlény	Zombies	4	3	2	8	Regeneration, Block						2	10	60 000
16	Rista	Zombies	4	3	2	8	Regeneration								40 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 4 5 0 10 7 74 940 000

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: 4 x 70 000 = 280 000

Fan Factor: 3 x 10 000 = 30 000

Assistant Coaches: 0 x 10 000 = 0

Cheerleaders: 0 x 10 000 = 0

Apothecary: 0 x 50 000 = 0

**Team Value (incl MNGs value): 1 250 000**

**Induced Value: 0**

**Match Value (TV for match): 1 250 000**

Treasury: 160 000

