FelTámadunk

Race: Necromantic Horror

Head Coach: donfuli78

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Fenris	Werewolves	8	3	3	8	Claw/Claws, Frenzy, Regeneration, Block			2				6	140 000
2	Slayer	Werewolves	8	3	3	8	Claw/Claws, Frenzy, Regeneration, Mighty Blow			2				6	150 000
3	Bok	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull					2	1	9	110 000
4	Dwight	Wight Blitzers	6	3	3	8	Block, Regeneration		1					1	90 000
5	Rwight	Wight Blitzers	6	3	2	8	Block, Regeneration, -1 Ag	MNG	1		1	1		5	90 000
6	Nazghoul	Ghoul Runners	7	3	3	7	Dodge								70 000
7	Razghoul	Ghoul Runners	7	3	3	7	Dodge					1		2	70 000
8	Brak	Zombies	4	3	2	8	Regeneration						1	5	40 000
9	Glin	Zombies	4	3	2	8	Regeneration, Block					1	1	7	60 000
10	Fran	Zombies	4	3	2	8	Regeneration, Block					1	1	7	60 000
11	Wick	Zombies	4	3	2	8	Regeneration								40 000
12	Frenkeisten	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull					2		4	110 000

Total number of players next game: 11/12

Totals (excl TV for MNG players): 2 4 1 8 4 52 940 000

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:			

ROSTER BY OBBLM

Team Goods

Rerolls:	2	x	70 000	=	140 000
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):					**1 220 000**
Induced Value:					**0**
Match Value (TV for match):					**1 130 000**
Treasury:					70 000

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

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