

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Xiren	Zombie	4	3	2	8	Regeneration								40 000
2	Risto	Zombie	4	3	2	8	Regeneration								40 000
3	Ullo	Zombie	4	3	2	8	Regeneration								40 000
4	Netti	Zombie	4	3	2	8	Regeneration						1	5	40 000
5	Pelle	Zombie	4	3	2	8	Regeneration					1		2	40 000
6	Inas	Zombie	4	3	2	8	Regeneration								40 000
7	Glib	Ghoul	7	3	3	7	Dodge, Block			1			1	8	90 000
8	Motio	Ghoul	6	3	3	7	Dodge, -1 Ma								70 000
9	Veren	Wight	6	3	3	8	Block, Regeneration, Guard		1			1	1	8	110 000
10	Zong	Wight	6	3	3	8	Block, Regeneration		1	1		1		6	90 000
11	Lara	Mummy	3	5	1	9	Mighty Blow, Regeneration, Guard					3	1	11	140 000
12	Kekec	Mummy	3	5	1	9	Mighty Blow, Regeneration					3		6	120 000
13	Feron	Ghoul	7	3	3	7	Dodge			1				3	70 000
14	Radron	Zombie	4	3	2	8	Regeneration								40 000

Total number of players next game: 14/14

Totals (excl TV for MNG players): 2 3 0 9 4 49 970 000

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
 Igor (0-1): ___ 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: 8 x 10 000 = 80 000
 Assistant Coaches: 1 x 10 000 = 10 000
 Cheerleaders: 1 x 10 000 = 10 000
 Necromancer: 1 x 0 = 0
Team Value (incl MNGs value): 1 280 000
Induced Value: 0
Match Value (TV for match): 1 280 000
 Treasury: 60 000

