

# Cerberus

Race: Necromantic

Head Coach: Itzla

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	A. Szem McEszlek	Ghoul	7	3	3	7	Dodge								70 000
2	LaBad LeRágom	Ghoul	7	3	3	7	Dodge								70 000
3	Szívszaggató Gijjom	Wight	6	3	3	8	Block, Regeneration								90 000
4	K A Rod LeTépem	Wight	6	3	3	8	Block, Regeneration								90 000
5	Zsák Mányoló	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull								110 000
6	Dág A. Dög	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull								110 000
7	Artúr McDöglesz	Necromantic Werew	8	3	3	8	Claw/Claws, Frenzy, Regeneration								120 000
8	Gonoszt Evoe	Necromantic Werew	8	3	3	8	Claw/Claws, Frenzy, Regeneration								120 000
18	Mocsok	Zombie	4	3	2	8	Regeneration								40 000
19	Szutyok	Zombie	4	3	2	8	Regeneration								40 000
20	Genya	Zombie	4	3	2	8	Regeneration								40 000
21	Hatodik törpe	Zombie	4	3	2	8	Regeneration								40 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 0 0 0 0 0 0 0 940 000

## 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  
 Igor (0-1): \_\_\_ x 100 000  
 Horatio X Schottenheim (0-1): \_\_\_ x 80 000  
 Card budget: x 0  
 Gate:  
 FAME:



### Team Goods

Rerolls: 0 x 70 000 = 0  
 Fan Factor: 0 x 10 000 = 0  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Necromancer: 1 x 0 = 0  
**Team Value (incl MNGs value): 940 000**  
**Induced Value: 0**  
**Match Value (TV for match): 940 000**  
 Treasury: 60 000

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