

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Blastblow	Mummys	3	5	1	9	Mighty Blow, Regeneration, Guard					4		8	140 000
2	Angerbeast	Mummys	3	5	1	9	Mighty Blow, Regeneration, Piling On, Guard					6	1	17	160 000
3	Slayspawn	Wight Blitzers	6	3	3	8	Block, Regeneration, Guard					2	1	9	110 000
4	Brainstrike	Wight Blitzers	6	3	3	8	Block, Regeneration, Frenzy, Mighty Blow			1		5	2	23	130 000
5	Bonegrinder	Ghoul Runners	7	3	3	7	Dodge, Block			2		1		8	90 000
6	Quickdash	Ghoul Runners	7	3	3	7	Dodge, Block, Sure Hands		1	6		1	1	26	110 000
7	Tombspeed	Ghoul Runners	7	3	3	7	Dodge, Block			4		1		14	90 000
8	mr a	Zombies	4	3	2	8	Regeneration, Tackle					1	1	7	60 000
9	mr z	Zombies	4	3	2	8	Regeneration						1	5	40 000
10	mr g	Skeletons	5	3	2	7	Regeneration, Thick Skull, Block					1	1	7	60 000
11	mr o	Zombies	4	3	2	8	Regeneration, Block					2	2	14	60 000
12	RAISED ZOMBIE	Zombies	4	3	2	8	Regeneration, Block					1	1	7	60 000
13	RAISED ZOMBIE	Zombies	4	3	2	8	Regeneration								40 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 1 13 0 25 11 145 1 150 000

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: 5 x 10 000 = 50 000

Cheerleaders: 4 x 10 000 = 40 000

Apothecary: 0 x 50 000 = 0

**Team Value (incl MNGs value): 1 520 000**

**Induced Value: 0**

**Match Value (TV for match): 1 520 000**

Treasury: 221 000

