

# Holy Wood Hackers

Race: Shambling Undead

Head Coach: Zsan

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Jack Skellington	Skeletons	5	3	2	7	Regeneration, Thick Skull								40 000
2	Sans	Skeletons	5	3	2	7	Regeneration, Thick Skull								40 000
3	Billy Butcherson	Zombies	4	3	2	8	Regeneration								40 000
4	Ed	Zombies	4	3	2	8	Regeneration								40 000
5	Igor	Ghoul Runners	7	3	3	7	Dodge, Block, Leader		1	2			2	17	120 000
6	Renfield	Ghoul Runners	7	3	3	7	Dodge, Block			2				6	90 000
7	Butterball	Ghoul Runners	7	3	3	7	Dodge			1				3	70 000
8	Chatterer	Ghoul Runners	7	3	3	7	Dodge		1					1	70 000
9	Hector Barbosa	Wight Blitzers	6	3	3	8	Block, Regeneration								90 000
10	Armando Salazar	Wight Blitzers	6	3	3	8	Block, Regeneration								90 000
11	Im-Ho-Tep	Mummys	3	5	1	9	Mighty Blow, Regeneration					1		2	120 000
12	Anck-Su-Namun	Mummys	4	5	1	9	Mighty Blow, Regeneration, Guard, +1 Ma					3	2	16	170 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 2 5 0 4 4 45 980 000

## 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: 2 x 70 000 = 140 000  
 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): 1 150 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 150 000**  
 Treasury: 150 000

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