

# Tomb Team

Race: Tomb Kings

Head Coach: Gyurma

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Sotis	Tomb Guardians	4	5	1	9	Decay, Regeneration					1		2	100 000
2	Hetis-Nefbet	Tomb Guardians	4	5	1	9	Decay, Regeneration, Guard					1	1	7	120 000
3	Patari	Anointed Blitzers	6	3	2	8	Block, Regeneration			1		1		5	90 000
4	Merhet-Bithebi	Anointed Blitzers	6	3	2	8	Block, Regeneration			1		1		5	90 000
5	Karhirmat	Anointed Throwers	6	3	2	7	Pass, Regeneration, Sure Hands		1					1	70 000
6	Tabhe-Sutbet	Anointed Throwers	6	3	2	7	Pass, Regeneration, Sure Hands		2					2	70 000
7	Djais	Skeleton Linemen	5	3	2	7	Regeneration, Block			1		1	1	10	60 000
8	Sebosh-Raeru	Skeleton Linemen	5	3	2	7	Regeneration					2		4	40 000
9	Apopattis	Skeleton Linemen	5	3	2	7	Regeneration								40 000
10	Shemnaktath	Skeleton Linemen	5	3	2	7	Regeneration								40 000
11	Apis-Mehakht	Skeleton Linemen	5	3	2	7	Regeneration, Block						2	10	60 000
12	Mungrune	Tomb Guardians	4	5	1	9	Decay, Regeneration, Guard					3		6	120 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 3 3 0 10 4 52 900 000

## 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: 4 x 70 000 = 280 000  
 Fan Factor: 2 x 10 000 = 20 000  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Apothecary: 0 x 50 000 = 0  
**Team Value (incl MNGs value): 1 200 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 200 000**  
 Treasury: 60 000

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