Draghoula

Race: Necromantic Horror

Head Coach: horadrian

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Jose	Werewolves	8	3	4	8	Claw/Claws, Frenzy, Regeneration, Block, Dodge, +1 Ag		1	8		5		35	200 000
2	Juan	Werewolves	8	4	3	8	Claw/Claws, Frenzy, Regeneration, Block, +1 St			4		5	2	32	190 000
3	Orville	Wight Blitzers	6	3	3	8	Block, Regeneration, Guard		1			2	1	10	110 000
4	Wilbur	Wight Blitzers	6	3	3	8	Block, Regeneration						1	5	90 000
5	Gólerős	Ghoul Runners	7	3	3	7	Dodge, Block		2				1	7	90 000
6	Joseph	Ghoul Runners	7	3	3	7	Dodge, Leader			1			1	8	100 000
7	Csalit	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull						1	5	110 000
9	Billy	Zombies	4	3	2	8	Regeneration						1	5	40 000
10	Monty	Zombies	4	3	2	8	Regeneration					1		2	40 000
11	Kazah	Zombies	4	3	2	8	Regeneration								40 000
12	Bob	Zombies	4	3	2	8	Regeneration						1	5	40 000
13	Gorstuf Skarkop	Zombies	4	3	2	8	Regeneration					2		4	40 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 4 13 0 15 9 118 1 090 000

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:			

ROSTER BY OBBLM



Team Goods

Rerolls:	3	x	70 000	=	210 000
Fan Factor:	6	x	10 000	=	60 000
Assistant Coaches:	2	x	10 000	=	20 000
Cheerleaders:	2	x	10 000	=	20 000
Apothecary:	0	x	50 000	=	0
Team Value (incl MNGs value):					**1 400 000**
Induced Value:					**0**
Match Value (TV for match):					**1 400 000**
Treasury:					120 000

■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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