Come va va Soldatino King e Dartagnan

Razza: Necromantic

Head Coach: Martello Campigiano

#	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	Comp	TD	Int	Cas	MVP	SPP	Valore
1	1	Necromantic Werew	8	3	3	8	Claw/Claws, Frenzy, Regeneration, Block*								120 000
2	2	Necromantic Werew	8	3	3	8	Claw/Claws, Frenzy, Regeneration, Block*								120 000
3	3	Wight	6	3	3	8	Block, Regeneration, Guard*								90 000
4	4	Wight	6	3	3	8	Block, Regeneration, Guard*								90 000
5	5	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull, Block*								110 000
6	6	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull, Guard*								110 000
7	7	Ghoul	7	3	3	7	Dodge, Block*								70 000
8	8	Ghoul	7	3	3	7	Dodge, Wrestle*								70 000
9	9	Zombie	4	3	2	8	Regeneration								40 000
10	10	Zombie	4	3	2	8	Regeneration								40 000
11	11	Zombie	4	3	2	8	Regeneration								40 000
12	12	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 0 940 000

Induced Stars and Mercenaries	MA	ST	AG	AV	Skills	CP	TD	Int	Cas	MVP	SPP	Value

Inducements (for next match)

Ragazze Bloodweiser (0-2):	__	x	50 000
Bustarelle (0-3):	__	x	100 000
Ritira Extra (0-4):	__	x	100 000
Capo Cuoco Halfling (0-1):	__	x	300 000
Igor (0-1):	__	x	100 000
Mago (0-1):	__	x	150 000
Card budget:		x	0
Pubblico:			
Fattore Tifo:			

Team Goods

Ritira:	2	x	70 000	=	140 000
Tifosi:	1	x	10 000	=	10 000
Assistenti Allenatori:	0	x	10 000	=	0
Cheerleader:	1	x	10 000	=	10 000
Necromante:	1	x	0	=	0
			Cassa:		0
Valore assoluto (compresi i MNG):					**1 100 000**
Valore Inducement:					**0**
Valore attuale (per la partita):					**1 100 000**

MNG Journeyman Nuovo Avanzamento Miglioramento Peggioramento