Grazie Gesu XIII

Race: Necromantic

Head Coach: LorenzoLiedl

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Zombie	4	3	2	8	Regeneration, Dirty Player*								40 000
2	Unnamed	Zombie	4	3	2	8	Regeneration								40 000
3	Unnamed	Zombie	4	3	2	8	Regeneration								40 000
4	Unnamed	Zombie	4	3	2	8	Regeneration								40 000
5	Unnamed	Zombie	4	3	2	8	Regeneration								40 000
6	Unnamed	Zombie	4	3	2	8	Regeneration								40 000
7	Unnamed	Zombie	4	3	2	8	Regeneration								40 000
8	Unnamed	Zombie	4	3	2	8	Regeneration								40 000
9	Unnamed	Ghoul	7	3	3	7	Dodge, Block*, Sure Hands*								70 000
10	Unnamed	Necromantic Werew	8	3	3	8	Claw, Frenzy, Regeneration, Block*								120 000
11	Unnamed	Necromantic Werew	8	3	3	8	Claw, Frenzy, Regeneration, Block*								120 000
12	Wilhelm Chaney	Star Player	0	0	0	0	Loner, Catch, Claw, Frenzy, Regeneration, Wrestle								0

Total number of players next game: 12/12

Totals (excl TV for MNG players): 0 0 0 0 0 0 630 000

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
Igor (0-1):	__	x	100 000
Card budget:		x	0
Gate:			
FAME:			

Team Goods

Rerolls:	3	x	70 000	=	210 000
Fan Factor:	3	x	10 000	=	30 000
Assistant Coaches:	0	x	10 000	=	0
Cheerleaders:	0	x	10 000	=	0
Necromancer:	1	x	0	=	0
Treasury:					0
Team Value (incl MNGs value):					**870 000**
Induced Value:					**0**
Match Value (TV for match):					**870 000**

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

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