

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Ramtut I	Mummy	3	5	1	9	Mighty Blow, Regeneration, Guard					1	1	7	140 000
5	Jacob Smith	Ghoul	7	3	3	7	Dodge, Block			2				6	90 000
12	Jack Smith	Ghoul	7	3	3	7	Dodge, Wrestle			2				6	90 000
15	Jhon Smith	Ghoul	7	3	3	7	Dodge						1	5	70 000
20	Ramtut II	Mummy	3	5	1	9	Mighty Blow, Regeneration, Guard					1	1	7	140 000
28	Bukkat	Zombie	4	3	2	8	Regeneration								40 000
31	Joseph Smith	Ghoul	7	3	3	7	Dodge, Block			2		1		8	90 000
47	Bonobo Bis	Zombie	4	3	2	8	Regeneration								40 000
49	Buga-Buga	Zombie	4	3	2	8	Regeneration					1		2	40 000
52	Sir F. Drake	Wight	6	3	3	8	Block, Regeneration								90 000
71	Sir J. Hawkins	Wight	6	3	3	8	Block, Regeneration								90 000
77	Baluba	Zombie	4	3	2	8	Regeneration								40 000
93	Budegah	Zombie	4	3	2	8	Regeneration								40 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 0 6 0 4 3 41 1 000 000

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: 40 000

Team Value (incl MNGs value): 1 240 000

Induced Value: 0

Match Value (TV for match): 1 240 000