

Undercity NecroPirates

Race: Necromantic

Head Coach: Barbossa

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Drake	Necromantic Werew	8	3	3	8	Claw, Frenzy, Regeneration, Block			3		1		13	140 000
2	Dampier	Zombie	4	3	2	8	Regeneration								40 000
2	Lorencillo	Necromantic Werew	8	3	3	8	Claw, Frenzy, Regeneration					1	2	4	120 000
3	Teach	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull					3		2	110 000
3	Vane	Zombie	4	3	2	8	Regeneration								40 000
4	Low	Zombie	4	3	2	8	Regeneration								40 000
4	Morgan	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull, Block					1		10	130 000
7	England	Wight	6	3	3	8	Block, Regeneration, Guard, 1 Ni						2	10	110 000
8	Raleigh	Wight	6	3	3	8	Block, Regeneration, Guard		1			1	2	13	110 000
9	Andrieszoon	Ghoul	7	3	3	7	Dodge, Block			5				15	90 000
10	Michel Basque	Ghoul	7	3	3	7	Dodge								70 000
13	Bellamy	Zombie	4	3	2	8	Regeneration, Block						3	10	60 000
23	Lafitte	Zombie	4	3	2	8	Regeneration						1		40 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 1 8 0 7 10 77 1 100 000

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: 130 000
Team Value (incl MNGs value): 1 340 000
Induced Value: 0
Match Value (TV for match): 1 340 000

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

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