

Ke Mal Khe Mri Fa

Race: Khemri

Head Coach: Scerlocchius

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Sterile	Tomb Guardian	4	5	1	9	Decay, Regeneration, Break Tackle					1	1	7	120 000
2	Garza	Tomb Guardian	4	5	1	9	Decay, Regeneration, Mighty Blow, Piling On					7	1	31	140 000
3	Ossigenato	Tomb Guardian	4	5	1	9	Decay, Regeneration, Block						2	10	130 000
4	Cerotto	Tomb Guardian	4	6	1	9	Decay, Regeneration, +1 St			1		2		7	150 000
5	Costola II	Skeleton	5	3	2	7	Regeneration, Thick Skull								40 000
6	Scapola	Skeleton	5	3	2	7	Regeneration, Thick Skull						1	5	40 000
7	Femore	Skeleton	5	3	2	7	Regeneration, Thick Skull							5	40 000
8	Tibia	Skeleton	5	3	2	7	Regeneration, Thick Skull, Kick, 1 Ni						2	10	60 000
9	Tarso 2	Skeleton	5	3	2	7	Regeneration, Thick Skull						1	5	40 000
10	Ulna	Skeleton	5	3	2	7	Regeneration, Thick Skull			1		1		5	40 000
11	Ra	Thro-Ra	6	3	2	7	Pass, Regeneration, Sure Hands, Block, Leader			5				23	110 000
12	Seth	Blitz-Ra	6	3	2	8	Block, Regeneration								90 000
14	Anubi	Blitz-Ra	6	3	2	8	Block, Regeneration			1				3	90 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 0 8 0 11 8 111 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
 Igor (0-1): ___ x 100 000
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 3 x 70 000 = 210 000
 Fan Factor: 5 x 10 000 = 50 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0

Treasury: 260 000

Team Value (incl MNGs value): 1 350 000

Induced Value: 0

Match Value (TV for match): 1 350 000

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

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