

BloodMoon

Race: Necromantic

Head Coach: Nimrod

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
2	22 - Sargonnas	Zombie	4	3	2	8	Regeneration, Block					1	1	7	60 000
3	39 - Chemosh	Zombie	4	3	2	8	Regeneration, Block					1	1	7	60 000
4	48 - Morgion	Zombie	4	3	2	8	Regeneration						1	5	40 000
5	57 - Hiddukel	Zombie	4	3	2	8	Regeneration, Guard						2	10	70 000
6	13 - Lord Soth	Wight	6	3	4	8	Block, Regeneration, Guard, +1 Ag					3	3	21	150 000
7	17 - Fistandantilus	Wight	6	3	3	8	Block, Regeneration, Guard, Tackle, Mighty Blow			3		8	3	40	150 000
8	69 - Tasslehoff Burfoot	Necromantic Werew	8	3	3	8	Claw, Frenzy, Regeneration, Block, Dodge, Dauntless		1	8		6	2	47	180 000
9	90 - Dalamar l'Oscuro	Necromantic Werew	8	3	3	8	Claw, Frenzy, Regeneration, Block, Dodge, Dauntless			5		13		41	180 000
10	66 - Caramon	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull, Block					5	1	15	130 000
11	99 ? Sturm Brightblade	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull, Block					3	1	11	130 000
12	79 - Tanis Mezzelfo	Ghoul	7	3	3	7	Dodge		1					1	70 000
13	86 - Riverwind	Ghoul	7	3	4	7	Dodge, Block, +1 Ag			6			1	23	130 000
14	62 - Zeboim	Zombie	4	3	2	8	Regeneration						1	5	40 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 2 22 0 40 17 233 1 390 000

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: 4 x 70 000 = 280 000
 Fan Factor: 10 x 10 000 = 100 000
 Assistant Coaches: 1 x 10 000 = 10 000
 Cheerleaders: 1 x 10 000 = 10 000
 Necromancer: 1 x 0 = 0
 Treasury: 540 000
Team Value (incl MNGs value): 1 790 000
Induced Value: 0
Match Value (TV for match): 1 790 000

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

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