

The Winning Hand

Race: Undead

Head Coach: Reroll

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	BlackJack	Mummy	3	5	1	9	Mighty Blow, Regeneration, Guard*								120 000
2	Big Blind	Mummy	3	5	1	9	Mighty Blow, Regeneration, Block*								120 000
3	Ace	Wight	6	3	3	8	Block, Regeneration, Guard*								90 000
4	Ajax	Wight	6	3	3	8	Block, Regeneration, Guard*								90 000
5	Spades	Ghoul	7	3	3	7	Dodge, Sure Hands*								70 000
6	Diamonds	Ghoul	7	3	3	7	Dodge, Wrestle*								70 000
7	Hearts	Ghoul	7	3	3	7	Dodge, Block*								70 000
8	Clubs	Ghoul	7	3	3	7	Dodge								70 000
9	Black Maria	Zombie	4	3	2	8	Regeneration								40 000
10	Snake Eyes	Zombie	4	3	2	8	Regeneration								40 000
11	Bullets	Zombie	4	3	2	8	Regeneration								40 000
12	Lucky Split	Zombie	4	3	2	8	Regeneration								40 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 0 0 0 0 0 0 860 000

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): 1 100 000
Induced Value: 0
Match Value (TV for match): 1 100 000

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

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