

Silver pack

Race: Necromantic

Head Coach: British_Dog

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
5	Umr at-Tawil avatar of Yog	Ghoul	8	4	3	6	Dodge, Block, Sure Hands, Break Tackle, III*, +1 Ma, +1 St, -1 Av		1	25		6	1	93	220 000
6	Rey Mysterio	Ghoul	7	3	3	7	Dodge, Wrestle, Tackle, Kick		1	4		2	4	37	130 000
7	Sir Percival de la Crue, Gu	Wight	6	4	3	8	Block, Regeneration, Guard, Mighty Blow, Stand Firm, III*, +1 St, 1 Ni		2	4		12	5	63	200 000
8	Sir Daniel Fortesque, Chief	Wight	6	3	3	8	Block, Regeneration, Guard, Mighty Blow, Dodge, Side Step, III*, 1 Ni		1	9		7	3	57	190 000
9	Bjorn	Zombie	4	3	2	8	Regeneration								40 000
10	Carlton Douglas Ridenhour	Zombie	4	3	2	8	Regeneration								40 000
11	Dustin	Zombie	4	3	2	8	Regeneration					1		2	40 000
12	Lucas	Zombie	4	3	2	8	Regeneration								40 000
13	Unnamed	Zombie	4	3	1	8	Regeneration, -1 Ag								40 000
14	Ugo	Zombie	4	3	2	8	Regeneration								40 000
15	Duke Nukem	Flesh Golem	3	4	2	9	Regeneration, Stand Firm, Thick Skull, Block, Guard, Dodge, III*, -1 Ma			1		5	5	38	180 000
16	Frankie II	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull, Block, Guard, Dodge, II*					7	4	34	180 000
17	Baase Surge, the Black Ter	Necromantic Werew	8	4	3	8	Claw, Frenzy, Regeneration, Block, Dodge, Tackle, Mighty Blow, III*, St. GO*, +1 St			14	1	47	3	153	260 000
18	Mike Wilson Grande-Radic	Necromantic Werew	8	4	3	8	Claw, Frenzy, Regeneration, Block, +1 St, 1 Ni		1	3		1	2	22	190 000

Total number of players next game: 14/14

Totals (excl TV for MNG players): 6 60 1 88 27 499 1 790 000

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: 15 x 10 000 = 150 000

Assistant Coaches: 0 x 10 000 = 0

Cheerleaders: 0 x 10 000 = 0

Necromancer: 1 x 0 = 0

Treasury: 150 000

Team Value (incl MNGs value): 2 150 000

Induced Value: 0

Match Value (TV for match): 2 150 000

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

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