

Blood Moon

Race: Necromantic

Head Coach: Nimrod

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
13	Lord Soth	Wight	6	3	3	8	Block, Regeneration, Guard, Dodge, I*					4	2	18	140 000
14	Tachkisis	Zombie	4	3	2	8	Regeneration								40 000
17	Fistandantilus	Wight	6	4	3	8	Block, Regeneration, Guard, Mighty Blow, I*, +1 St			1		7	3	32	180 000
22	Sargonnas	Zombie	4	3	2	8	Regeneration, Block					3	1	11	60 000
39	Chemosh	Zombie	4	3	2	8	Regeneration								40 000
48	Morgion	Zombie	4	3	2	8	Regeneration								40 000
57	Hiddukel II	Zombie	4	3	2	8	Regeneration								40 000
66	Caramon	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull								110 000
69	Tasslehoff Burfoot	Necromantic Werew	8	3	3	8	Claw, Frenzy, Regeneration, Block			1			1	8	140 000
79	Tanis Mezzelfo	Ghoul	8	3	3	7	Dodge, Block, I*, +1 Ma		2	5		1	1	24	120 000
86	Riverwind	Ghoul	7	3	3	7	Dodge, Block, Sure Hands, Leader, I*, 1 Ni		1	6		2	2	33	140 000
90	Dalamar l'Oscuro	Necromantic Werew	8	3	3	8	Claw, Frenzy, Regeneration, Block, Dodge					1	3	17	160 000
99	Sturm Brightblade	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull, Block, Guard, I*					3	3	21	150 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 3 13 0 21 16 164 1 360 000

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: 8 x 10 000 = 80 000
 Assistant Coaches: 1 x 10 000 = 10 000
 Cheerleaders: 1 x 10 000 = 10 000
 Necromancer: 1 x 0 = 0
 Treasury: 190 000
Team Value (incl MNGs value): 1 670 000
Induced Value: 0
Match Value (TV for match): 1 670 000

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

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