

# Graveyard\_s Dolphins

Race: Necromantic

Head Coach: DanMarino

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
5	Uwe Von Shamann	Necromantic Werew	8	3	4	8	Claw, Frenzy, Regeneration, Block, Dodge, I*, +1 Ag		1	2		7	3	36	200 000
11	Jim Jensen	Ghoul	7	3	3	7	Dodge, Block, Sure Hands, Side Step, I*		2	11	1	1	2	49	130 000
13	Dan Marino	Necromantic Werew	8	3	3	8	Claw, Frenzy, Regeneration, Block, Dodge, Tackle, I*			3		10	2	39	180 000
22	Tony Nathan II	Ghoul	7	3	3	7	Dodge, Wrestle, Tackle, I*		2	2		2	1	17	110 000
51	Mark Brown III	Zombie	4	3	2	8	Regeneration								40 000
59	Bob Brudzinski	Zombie	4	3	2	8	Regeneration, I*								40 000
70	Bill Barnett II	Zombie	4	3	2	8	Regeneration, Block, I*					1	1	7	60 000
71	Mike Charles	Wight	6	3	3	8	Block, Regeneration					1		2	90 000
73	Bob Baumhower III	Wight	6	3	3	8	Block, Regeneration, Guard		1			1	1	8	110 000
75	Doug Betters	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull, Block, Guard, I*					1	3	17	150 000
77	A. J. Duhe II	Zombie	4	3	2	8	Regeneration								40 000
78	Charles Benson	Flesh Golem	4	5	2	9	Regeneration, Stand Firm, Thick Skull, Block, I*, +1 St			1		2	2	17	180 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 6 19 1 26 15 192 1 330 000

## 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  
 Halfing 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  
 Necromancer: 1 x 0 = 0  
 Treasury: 150 000  
**Team Value (incl MNGs value): 1 590 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 590 000**

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

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